

# Krishna Malviya

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## EDUCATION

### CHANDIGARH UNIVERSITY

#### B.E IN CSE BIG DATA

May 2024 | Mohali, Punjab

CGPA: 7.5

### CENTRAL ACADEMY

#### PCM WITH CLASSICAL MUSIC

Cum Per : 73.5

Grad. May 2020 | Rajasthan, India

## LINKS

Github:// [krishnaa-1](#)

LinkedIn:// [Krishna Malviya](#)

Coding Ninjas :// [ScarOp](#)

## COURSEWORK

### GRADUATE

Object Oriented Programming

Data Structures and Algorithms

Big Data

Business Intelligence

Computer Networks

Predictive Analysis

## SKILLS

### PROGRAMMING

Over 5000 lines:

- C++
- HTML
- Javascript

Over 1000 lines:

- Java
- CSS

Familiar:

- MYSQL
- Python
- Spring Boot • React
- Mongo Db

## HOBBIES

- Video Editing
- Sketching and Doodling
- Cricket
- Writing

## EXPERIENCE

### FILO | TEACHER

Jan 2021 - Jul 2022 | Remote, India

### INTERNSHALA | SUMMER TRAINING | WEB DEVELOPMENT

June 2022 - Aug 2022 | Remote, India

## PROJECTS

### STOCK MARKET ANALYSIS

The Stock Market Analysis Project is a comprehensive data-driven initiative. I undertook to leverage my analytical and data science skills to gain valuable insights into financial markets. This project showcases my ability to analyze complex datasets, apply statistical techniques, and use data visualization tools to make informed investment decisions.

### MOVIE BOOKING APPLICATION

The Movie Booking Application is a dynamic and innovative project that showcases my proficiency in building Restful Web Services using the Spring Boot framework. This mini-project demonstrates my ability to design, develop, and deploy a web application that allows users to browse, book, and manage movie tickets seamlessly.

### BUSYBUY

BusyBuy is a dynamic web-based application designed to revolutionize the way users browse, explore, and purchase products online. This project showcases my proficiency in web development and e-commerce solutions. BusyBuy offers a seamless and engaging online shopping experience for users, creating a bridge between consumers and their desired products.

### HANGMAN: THE WORD GAME

Hangman: The Word Game is an engaging and collaborative team project that combines the power of Python and Unity to deliver a delightful and educational gaming experience. The primary goal of this endeavor is to offer players a fun-loving gaming experience while simultaneously enhancing their communication skills.

## ONLINE COURSE(S)

### CODING NINJAS

- Java Full Stack Web Development with Spring Boot
- Data Structures and Algorithms

## INTERPERSONAL SKILLS

- Team Management
- Attention to Detail
- Creative Thinker
- Time Management