# **SHASHI KANT**

Email: shashiofficial10@gmail.com Ph: (+91)7044132891

GitHub: shashiofficial
LinkedIn: shashi-kant10
HackerRank: shashi official

### **EXECUTIVE SUMMARY**

A personable, communicative developer who specializes in data structures, algorithms, DBMS and object-oriented programming languages. A **BCA undergraduate** at George College, Kolkata, interested in **Android development and Computer Vision.** 

# **EDUCATION**

- BCA, George College, Kolkata (West Bengal, India) YGPA: 8.76/10 -Expected Graduation Summer of 2021
- 12<sup>th</sup>, WBCHSE, St. Lawrence High School, Kolkata (West Bengal, India) | 69%
- 10<sup>th</sup>, ICSE, St. Joseph's College, Kolkata (West Bengal, India) 88.4%

#### SELF-UNDERTAKEN PROJECTS

- CoinMan: A 2D game using LibGDX framework. (April 2020)
- Brain Trainer App: A brain trainer app, that provides a platform to showcase your talent by solving multiple linear equations in a time span of 30s and helps building analytical skills. (Feb 2020).
- Tic Tac Toe App: A basic 2 player Tic Tac Toe game. (Jan 2020)
- **Ethical Hacking Projects:** XSS on lab website(Beginner to Advanced). (Jan 2019)
- RIP with InterVlan(Networking): RIP with InterVlan in Cisco Packet Tracer. (October 2018)

#### PROFESSIONAL SKILLS

- Data Structures and Algorithms
- Database Management Systems
- Object-Oriented Programming
- Networking
- Operating Systems

#### **CERTIFICATIONS**

# **Programming Languages:**

- Java (Intermediate)
- C++ (Intermediate)
- <u>C</u> (Intermediate)

# **Better Spoken English:**

■ NPTEL (Topper 5%)

# **OPERATING SYSTEMS used**

- Windows
- Ubuntu
- Linux Mint
- Kali Linux
- Manjaro

# **TECHNOLOGIES** used

- Android Studio
- LibGDX
- Visual Studio Code
- IntelliJ Idea
- Eclipse