

SHASHI KANT

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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, Machine Learning and content creation**.

EDUCATION

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

SELF-UNDERTAKEN PROJECTS

- **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)
- [C](#) (Intermediate)

Better Spoken English:

- [NPTEL](#) (Topper 5%)

OPERATING SYSTEMS used

- Windows
- [Ubuntu](#)
- Linux Mint
- Manjaro

TECHNOLOGIES used

- Visual Studio Code
- Android Studio
- Eclipse