Kushika Kumari B.TECH COMPUTER SCIENCE ENGINEERING

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CAREER OBJECTIVE:

Experienced and detail **driven B.Tech Computer Science** currently having a strong background in software development, problem solving and core programming. **Java, Python, data structures and algorithms** with good basic understanding; has a strong interest in developing efficient and scalable software applications. Keen to leverage my skills in a **full-time Software Engineer** position, add value to meaningful projects and keep learning and developing in a fast paced and challenging business.

PROFESSIONAL SUMMARY:

Motivated Software Engineer looking to apply knowledge in computer programmer, problem solver and software development basics. Proficient in **Java**, **Python**, and **Data Structures and Algorithms**, with a strong understanding of core computer science concepts. Eager to develop highly functional, data-scalable applications and striving to improve the ability to code and analyze. Show strong teamwork, communication and proactive approach to learning and problem solution. Willing/able to contribute technical and interpersonal skills to high growth company and be an active participator in the fast moving, high visibility, project development efforts.

EDUCATIONAL QUALIFICATION:

2022 - 2026 IIMT College of Engineering, Greater Noida.

- Bachelor of Technology CSE, 2026 (8 SGPA)(till 5 semester).
 - Data Structures and Algorithms(C/C++)
 - Data Analysis with Python
 - Database Management Systems (DBMS)
 - Web Technologies (HTML, CSS, JavaScript)
 - Object-Oriented Programming with Java

2020 – 2022 Kendriya Vidyalaya, Rajgir, Bihar, India.

• Senior Secondary Certificate Examination. 2022(85%).

2018 - 2020 Sanskar Public School, Sheikhpura, Bihar.

• Secondary Certificate Examination. 2020(88%).

SKILLS:

Technical Skills	Skills Acquired	Soft Skills	Skills Acquired
Programming Languages & Web development	C, C++, Java, Python, HTML, CSS, JavaScript.	Communication Skills	Verbal & Written Communication, Email etiquettes, Article & Report Writing, Presentation Skills etc.
Data structure & Algorithms	Arrays, String, Stacks, queues, OOPs, Searching/sorting, Recursion etc.	Team work & Problem-Solving Skills	Group Project, Team collaboration, Critical Thinking & Decision Making.
Database Management	SQL, MySQL, ER diagrams.	Time Management & Adaptability Skills	Meeting Deadlines, Multi- Tasking, Quick Learner, Working under pressure.
Operating Systems & IoT Fundamentals	Memory management, Process Management, File System Management; Embedded Systems Basics, Sensor Integration, Arduino, IoT Project Development.	Leadership & Work Ethic	Organizing Events, Team Lead in Projects, Discipline, Accountability, Reliability, Willingness to learn.

PROJECT UNDERTAKEN:

Project Title & Brief Description:	Match the Card Game A memory card game where players flip cards to match pairs. The game continues until all pairs are matched. Features include a timer and increasing difficulty.
Project Outcomes, Technology used & your role:	Improved memory and attention. Gained experience in JavaScript and DOM manipulation. Built a fun, interactive game interface. Technology Used: HTML, CSS, JavaScript

Project Title & Brief Description:	Blockchain Technology Beyond Cryptocurrency Exploring the use of blockchain technology in industries beyond cryptocurrency, such as supply chain management, healthcare, and digital identity verification. The project demonstrates how blockchain can improve transparency, security, and efficiency in various sectors.	
Project Outcomes, Technology used & your role:	Gained understanding of blockchain applications beyond crypto. Explored real-world use cases like supply chain and healthcare. Learned how blockchain enhances security and transparency. Technology Used: Blockchain (Ethereum, Hyperledger), Smart Contracts, Distributed Ledger Technology (DLT)	

CERTIFICATIONS:

- IIOT: BASIC INTRODUCTION OF THINGWORX
- Python for Data Science Sololearn
- Java Programming Sololearn
- SQL Sololearn