

Kapil Kukreja

Programmer

As a detail-oriented computer science student, I have experience with programming languages such as C++, C, and Python. I thrive in team environments and am skilled at problem-solving. Keeping up-to-date with the latest technology trends is important to me. I am seeking a programming career where I can apply my technical knowledge and expertise to develop innovative software solutions.

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EDUCATION

Bachelor of Engineering (B.E), Computer Science (Graphics & Gaming)

Chandigarh University

2020 - 2024

Current CGPA -8.20

Achievements

- Organized Tekathon SIH 2022 at university level.
- With my team, I secured 3rd place at the official CU Valorant Tournament.
- Represented CU at an esports tournament held at IIT, Delhi.

CBSE BOARDS

DELHI PUBLIC SCHOOL, BALLABGARH

2018 - 2020

Grades

- Class 10th : 92.6%
- Class 12th : 84.4%

PROJECTS

SCHOOL MANAGEMENT SYSTEM (SARV GYAN) (08/2021)

- This is a GUI-based project built for School Management System using java. It uses different libraries for accessing different functionalities that can be used across the project. My role was to design the UI and Setup Db(MySQL).

Tats 六十九 (AR Filter) (08/2022)

- The filter will cover any skin on human face to show with digital tattoos and it is published on my official Instagram and Facebook account. I created it using Spark AR and the filter got a reach of more than 20k within first few days of launch.

E Learning Application using Android Studio (12/2022)

- The purpose of this project is to automate the existing manual system by the help of computerized equipment's and full-fledged computer software. With the help of XML, I designed the layout of the app and worked on backend part using JAVA.

Survival Game using Unity 3D Engine (05/2023)

- In this project, the player has to survive till they find a vaccine, they have to explore the map in order to find weapons, fight a horde of zombies or Inhumans, and maintain stamina to fight against them. I designed the game's levels using the Unity engine, and I developed the game's necessary assets using Blender 3d.

TRAININGS

Training Projects

Personify

01/2022 - 03/2022

Tasks

- Project 1 - Celebrity Image Classifier
- Project 2 - Fashion MNIST Data Classification

TECHNICAL SKILLS

C++ Programming

C Programming

OOPS

Python

Software testing and debugging

MySQL

Android Studio

Spark AR

Unity 3D

Blender 3D

Adobe Photoshop

Adobe After Effects

INTERPERSONAL SKILLS

Public Speaking

Leadership

Problem solving and decision-making

Emotional intelligence

WORK EXPERIENCE

PERSONIFY (03/2022 - 05/2022)

Worked on three different projects with the company: Hand Written Digit Classification with CNN || Recognition Of Objects with CNN || News Classification using NLP

Vscale Consulting llp (02/2022 - 03/2022)

Worked as a intern in Social Media Marketing and Data Analysis.

CERTIFICATES

Microsoft Learn Student Ambassador

Programming Foundations with JavaScript, HTML and CSS

Verify at: <https://coursera.org/verify/832KQLMJWXM2>

Algorithms on Graphs using C++

Verify at: <https://coursera.org/verify/7758XKLMEHUN>

Crash Course on Python

Verify at: <https://coursera.org/verify/MGSSPDLYBSLQ>

Fundamentals of Scalable Data Science

Verify at: <https://coursera.org/verify/6VJHW3VQVFUT>

Applied AI with DeepLearning

Verify at: <https://coursera.org/verify/V468EL6JVGG5>

HOBBIES

Esports

Freelancing

Affiliate/Digital Marketing