

Manas Gupta

THIRD YEAR COMPUTER SCIENCE WITH BUSINESS SYSTEM UNDERGRADUATE

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SUMMARY

Skilled fresher with expertise in technical fields and a strong commitment to teamwork and collaboration. Seeking an opportunity to leverage technical and interpersonal skills to contribute to a dynamic organization.

SKILLS

Experienced: C++(STL), C, Android Development in Java
Intermediate: HTML, CSS, JS, Firebase, Flutter
Familiar: Node.Js, React.Js, Python, MongoDB
Other: Competitive Programming, Data Structure & Algorithm and Game Development

WORK EXPERIENCE

Mentor Feb 2023 - present

Android-cell - Mediacaps University

- Provided resources to support students in achieving desired goals.
- Regularly assessed progress and provided feedback to support continued development
- **Skills:** Android Development, Live Mentoring, Java

Team head and Mentor Feb 2021 - Aug 2021

GuruG

- Mentored and guided my team to foster proper completion of assigned duties.
- Created computer science lectures for students
- **Skills:** Data Structure and Algorithms ,Mentoring, Team Management

EDUCATION

B.Tech Nov 2020 - present

Computer Science with Business System at Mediacaps University (GPA: 8.97/10.0)

AFFILIATIONS

Core Team Member, Advanced Studies Club May 2021 - Feb 2022

Successfully organized various events under Advanced Studies Club .

PROGRAMMING PROFILE AND ACHIEVEMENTS

Rank 3 among 80 Teams, in **Codespire** (Project Hackathon) 2023 organized by Acropolis Institute of Technology.

Winner of Quest for Geeks (Coding Contest) in which **200 Students** participated, organized by Mediacaps University.

Hackerrank **5 star** in **C++** and **5 star** in **DSA**, **Codechef** peak Rating: **1646** (3 star).

PROJECTS

Flappy Bird

DOMAIN: Android Development, TECHNOLOGY: Java, XML, GDX LIBRARY

- Implemented bird control by fixing its X-axis and modifying its Y-axis velocity on screen tap, as well as generating infinite random-sized tubes using loops and random variables.
- Implemented collision detection through invisible shape textures overlaid on pillars and the bird, enhancing gameplay experience.

Uber Clone

DOMAIN: Android Development, Google Api, TECHNOLOGY: Java, XML, Parse Server

- Solely developed a backend project that functioned as an Uber clone, utilizing **Parse Server** to collect user data such as location coordinates and username.
- Integrated **Google Maps API** to retrieve user and driver locations and effectively manage communication between the two parties through the Parse Server.

Sudoku Solver

TECHNOLOGY: Python, Pygame

- Developed a Sudoku game using the Pygame library in Python, providing a user-friendly interface for playing the game.
- Implemented an efficient **Backtracking algorithm** to automate the game, allowing for accurate and quick solving of puzzles.

Portfolio Website

DOMAIN: Web Development, TECHNOLOGY: React.js, Node.js

- Successfully created a personal portfolio website using **React.Js and Node.Js**, showcasing my skills and accomplishments.
- Developed a responsive and user-friendly interface to highlight my projects and professional experience.

Other Android Projects

Expense Manager, Dictionary, Messaging App, Notes App, Hospital Bed Management System.

CERTIFICATE

- (03/2022) Code jam first round Qualification
- (06/2022) The Complete Android N Developer Course
- (06/2022) Problem Solving in Data Structure and Algorithm Hackerrank
- (06/2022) Cambridge Certification Authority java Qualification level-1
- (06/2022) Cambridge Certification Authority java Qualification level-2
- (07/2022) Problem Solving (Intermediate) Certificate Hackerrank