TEJESH PATEL

BCA(AI-ML) Undergraduate

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PROFILE

A BCA (AI-ML) undergraduate with a solid foundation in computer applications and a growing interest in software development. I have worked on various academic and personal projects that helped me understand real-world problem-solving and application design. While I'm still learning and improving, I'm confident in my ability to contribute meaningfully to technical tasks. I enjoy building practical solutions, exploring new technologies, and collaborating with others to create useful and well-structured systems.

EDUCATION

2023 – Present | Pursuing	**Bachelor of Computer Applications (Artificial Intelligence and Machine Learning)** Kalinga University, Raipur, Chhattisgarh
Mar 2023 | Completed	**Senior Secondary (12th), Commerce** O.P. Jindal School, Raigarh, Chhattisgarh | 67%
Mar 2021 | Completed	**Secondary (10th)** O.P. Jindal School, Raigarh, Chhattisgarh | 65%

SKILLS

Technical Skills
- Web Development: HTML5, CSS3, JavaScript, PHP
- Programming: Python, C++, C (DSA), Java
- Tools & Technologies: MySQL, XAMPP, GitHub, VS Code, Microsoft 365
- Additional: Typing 70+ WPM, Basic AI Concepts, System Troubleshooting

Soft Skills
- Leadership
- Active Listening
- Effective Communication
- Team Collaboration

CERTIFICATIONS

- Cyber War 2023 – Participation Certificate
Organized by [iNurture]
[View Certificate]

- Programming Basics – Great Learning
[View Certificate]

- Python for Beginners – Great Learning
[View Certificate]

- C Programming – Great Learning
[View Certificate]

PROJECTS

- Amazon (E-commerce) Clone
  - Technologies: HTML, CSS, JavaScript
  - Description: Designed and built a front-end clone of Amazon's homepage with responsive layout, product cards, navigation bar, and hover effects to simulate real-world e-commerce UI.
  - Live Demo: [View Project](#)
  - GitHub: [View Project](#)
- Classic Games (Tic-Tac-Toe & Stone-Paper-Scissors)
  - Technologies: HTML, CSS, JavaScript
  - Tic-Tac-Toe: Created a two-player web-based game with winning logic and restart functionality.
  - Stone-Paper-Scissors: Designed an interactive game where users play against the computer with randomized outcomes and score tracking.
  - Stone-Paper-Scissor: [Live Demo](#) | [GitHub](#)
  - Tic-Tac-Toe: [Live Demo](#) | [GitHub](#)
- Jarvis (Desktop Assistant)
  - Technologies: Python
  - Description: Developed a voice-activated desktop assistant that can perform tasks like opening apps, searching the web, and playing music using Python libraries such as speech_recognition and pyttsx3.
  - GitHub: [View Project](#)
- Conversational ChatBot
  - Technologies: Python
  - Developed a basic rule-based chatbot capable of responding to simple greetings and small talk (e.g., "Hi", "Hello", "How are you"). Designed as an entry-level project to understand chatbot logic and user interaction.
  - GitHub: [View Project](#)
- Student Management System
  - Technologies: Java (NetBeans)
  - Built a desktop application using Java and NetBeans to manage student records including add, update, delete, and search functionalities. Focused on object-oriented programming and file-based data handling.
  - GitHub: [View Project](#)
- Form Submission System
  - Technologies: HTML, PHP, XAMPP
  - Description: Created a web-based form that collects user input and stores it in a MySQL database. Used XAMPP as a local server environment to manage PHP and database interactions.
  - GitHub: [View Project](#)

LANGUAGES

- English
- Hindi