

# Paras Kukreja

**Aspiring Software Developer | Python, Web & Game Development**

 Portfolio: <https://parask7.github.io/portfolio/>

 [parasrobotics@gmail.com](mailto:parasrobotics@gmail.com) |  +91-9238771496

 [LinkedIn](#) |  [GitHub](#)

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## Education

**B.Tech in Computer Science & Engineering** – XYZ College of Engineering (2022 – 2026 Expected)

- Focus: Python Programming, Web Development, Game Development
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## Technical Skills

- **Programming Languages:** Python
  - **Web Development:** HTML, CSS, JavaScript, Django
  - **Game Development:** Unity
  - **Other Skills:** Data Structures & Algorithms, Git Version Control
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## Projects

### Snake Game – Python

- Implemented food interaction, collision detection, and scorekeeping.
- Applied game loops, event handling, and OOP principles.
- [GitHub Link](#)

### Tic Tac Toe Game – Python

- Developed a 2-player interactive game with winning/tie detection.
- Implemented valid move validation and replay functionality.
- [GitHub Link](#)

### Connect 4 Game – Python

- Created a 6x7 grid game with two-player interaction and winning conditions.
  - Implemented horizontal, vertical, and diagonal win checks with replay option.
  - [GitHub Link](#)
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## Experience

**Python Intern – InternPe** (June 30, 2025 – July 27, 2025)

- Hands-on Python programming experience and collaborative development using Git and JIRA.
  - Developed projects like Connect 4 Game, strengthening problem-solving, debugging, and software engineering skills.
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## Achievements & Certifications

- Python Internship at InternPe (Jun-Jul 2025)
- Qualified Internal Smart Indian Hackathon 2024