

Praveen Gupta

B-Tech. Senior (Computer Science and Engineering)

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Objective

To work in a globally competitive environment where I can utilize my technical skills for mutual growth and benefits.

Education

B. Tech* with an aggregate 78.5% from ABES-EC (AKTU, Lucknow).	2017 - present
12th with an aggregate 92.2% from Lucknow Public School (U.P. Board).	2016 - 2017
10th with an aggregate 89.2% from Lucknow Public School (U.P. Board).	2014 - 2015

Projects

1. Snake Ladder Game

Developed a C++ based game in which users have to roll the dice and try his/her luck. June 2019
Ladders will take you up but Snakes will take you down.

2. Fast Food Ordering System

Developed a C++ based project in which a person orders the food from a restaurant by his/her choice and at last, the bill is given. Aug-Sept 2020

3. Age, Gender and Emotion Estimation

Developing a deep CNN based model in which we take image of a person then we predict age, gender and emotion. Mar 2021– present

Technical Skills

- Languages Known : C, C++, Python
- Operating System : Linux, Windows
- Database : ORACLE(SQL)
- Version Control System : Git, GitHub

Areas of Interest

- Data Structures and Algorithm, Database

Achievements and Awards

- Achieved 5th rank in “Turing Test III” coding competition (Enigma Programming Club).
- Qualified for CST UP Science Talent Scholarship in the Science Talent Search Examination 2016 – 17.

Extra - curricular Activities

- Participated in various workshops : C++, GitHub, Web Development (Technovation | CSE Dept. club).
- Participated in a Cyber Security Workshop organized by Net camp.
- Certificated in Advanced Problem Solving By HackerRank.
- Qualified for Semi-finals in the Code Gladiator organized by Techgig.