

Praveen Gupta

B-Tech. Graduated (Computer Science 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 Qualification

B. Tech with an aggregate 75% from ABES-EC(Ghaziabad) affiliated to AKTU, Lucknow.	2017 - 2021
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. Ladders will take you up but Snakes will take you down.

June 2019

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 -June 2021

Technical Skills

- Languages Known : C, C++, Python, Core Java(OOPS)
- Web development : HTML, CSS
- Operating System : Linux, Windows
- Database : ORACLE(SQL)
- Version Control System : Git, GitHub

Areas of Interest

- Data Structures and Algorithm, Database

Achievements and Awards

- 5th rank in "Turing Test" coding competition under Enigma Programming Club.
- Qualified for CST UP Science Talent Scholarship in the Science Talent Search Examination 2016 - 17.

Extracurricular Activities

- Participated in various workshops: C++, GitHub, Web Development under Technovation (CSE Department Club).
- Participated in a Cyber Security Workshop organized by Net camp.
- Certificate of Problem Solving (Advanced) By HackerRank.
- Semi-finalist in the Code Gladiator organized by Techgig.