

PROMISE PAL

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CARRIER OBJECTIVE

To secure a software development role in a dynamic organization where I can leverage my technical expertise and problem-solving skills to contribute to innovative projects and drive both organizational and personal growth.

EDUCATION

Raj Kumar Goel Institute of Technology

August 2019 - July 2023

Bachelor's of Technology (**8.1 GPA**)

Computer Science and Engineering

RPM Academy (Kauriram)

March 2018 - June 2019

Intermedite (**92%**)

Mathematics

RPM Academy (Kauriram)

March 2016 - June 2017

High School (**93%**)

Mathematics

PROJECTS

Tic-Tac-Toe Game (Using React) [GitHub](#)

- Built a simple, interactive Tic-Tac-Toe game using React. Implemented game logic, state management with hooks, and a clean UI for a seamless user experience. This project enhanced my skills in React and component-based development.

Tic-Tac-Toe Game (Using JavaScript) [GitHub](#)

- Created a browser-based Tic-Tac-Toe game using JavaScript, enabling two players to take turns and implementing game logic to determine the winner or a draw.

Rock Paper Scissor game (Using JavaScript) [GitHub](#)

- This JavaScript project simulates Rock Paper Scissors, allowing users to play against the computer. It uses random number generation, conditional logic, and DOM manipulation to determine the winner and display results.

TECHNICAL STRENGTHS

JavaScript

Core Java

React

SQL, Git, GitHub

ACHIEVEMENTS AND CERTIFICATIONS

- React JS Frontend Web Development
- HTML5 + CSS3 + Bootstrap
- C Programming Bootcamp