

# RAHUL GUPTA

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## Education

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### CMR Institute of Technology, Bangalore, India

2020 - 2024

- Bachelor of Engineering (B.E) in Electronics and Communication | CGPA: **7.5 / 10** (Till 3rd sem)

### Kendriya Vidyalaya ASC Center, Bangalore, India

2018 - 2020

- CBSE (Class XII), Aggregate: **85.6%**

### Kendriya Vidyalaya ASC Center, Bangalore, India

2008 - 2018

- CBSE (Class X), Aggregate: **79.8%**

## Skills

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- **Proficient** in C++, C, HTML, CSS, SQLite, Python, Flask, Jinja Templating
- **Familiar** with JavaScript, Block Chain

## Projects

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### Patron

July'22

A web app which connects a person who wants lift to the person who is ready to help.

- The web application is built using Flask (Python's Micro Framework) with the help of HTML, CSS, JS along with the SQLite3 for the database.
- The web app interacts with the external API (open route service) to convert the geolocations to the longitude and latitude and to produce the direction which is then used by the folium to generate maps.

### 2-D Game

March'22

Created a 2-D endless runner game using Scratch.

- The game uses a basic while loop to jump the sprite on pressing the 'space - bar'.
- Obstacles are added and if the sprite hits the obstacles the game ends and the score is displayed.

## Academic and Extracurricular Achievements

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- **Third place in Coding Ninjas DSA coding competition.**

## Courses Taken

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### CS50: Introduction to Computer Science

Jul'22

- Learned about data structures & algorithms, database management and the basics of web development.

### Blockchain and FinTech: Basics, Applications, and Limitations

Jun'21

- Learned about the consensus algorithm on which transactions work.