Rahul Bangar

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EDUCATION

B.Tech in Computer Science and Engineering — Tamil Nadu, IN | December 2020 - Present
National Institute of Technology, Tiruchirappalli
Expected Graduation Date: July 2024

LANGUAGES

Hindi: Native
English: Proficient

SKILLS

Programming Languages: C, C++, Python
Development: Java, HTML, CSS, JavaScript
Database: MySQL
Others: Android Studio, Blender, Unity, VS Code, MS Office

EXPERIENCE

ACCENTURE | Advanced App Engineering Analyst — Intern | June 2023 – Present

VORTEX | Publicity Coordinator — NIT, trichy | November 2021 – Present

- Worked in **Vortex'22**, and **Vortex'23** which is the Annual National-level Technological Symposium of the CSE department.
- Worked closely with the team in increasing and transcending the hype & reach of the fest to various colleges throughout India.

PROJECTS

LORENTZ AND SPI FACTOR CALCULATOR — October 2021

- Developed a Lorentz factor calculator in Android Studio using JAVA which takes the velocity of the moving observer as input and displays the Lorentz factor.
- Added a feature, practice session to calculate the same which turns the background green if correct input is provided and vibrates with the red background if wrong.
- Implemented a Spi factor calculator to update the spi factor for the IST every second.

CARDS GAME — May 2022

- Built a console-based card game using Python that lets the user Play against three computer based opponents.
- Designed it in a way that the person with the highest card value wins for a single pass and the rule of the game is similar to that in the real world.

ARITHMETIC CALCULATOR — January 2023

- Developed an arithmetic calculator using HTML, CSS, and JavaScript.
- Created a user-friendly and visually appealing interface for the calculator using HTML and CSS.
- Implemented JavaScript to add functionality to the calculator, allowing users to perform basic arithmetic operations.
- Utilized event listeners to detect user input and perform the appropriate arithmetic operation, resulting in accurate results.

MINI C COMPILER

April 2023

- Simulation of the front-end and back-end phase of a C compiler involving the If-Else, While and nested If-Else-While constructs.
- This includes SIX phases of a compiler:
    1. Lexical Analysis
    2. Syntactic Analysis
    3. Semantic Analysis
    4. Intermediate Code Generation
    5. Machine Independent Code Optimization
    6. Assembly Code Generation