



SHRUTI RAJ

COMPUTER SCIENCE STUDENT

CONTACT

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EDUCATION

2021 - 2025

JSS SCIENCE AND
UNIVERSITY, MYSURU

- B.E. in Computer Science and Engineering
- CGPA: 8.57

2019 - 2021

JVM SHYAMALI SCHOOL,
RANCHI

- CBSE- 12TH
- Percentage: 79.8%

2007 - 2019

MK DAV PUBLIC SCHOOL,
PALAMU

- CBSE- 10TH
- Percentage: 95.2%

SKILLS

- C
- SQL
- PYTHON
- C++
- HTML, CSS
- JAVASCRIPT

WORK EXPERIENCE

■ SJCE RAIL

- A railway ticket booking system developed using JavaScript, HTML, CSS, SQL and basics of PHP.
- Used HTML for structure, CSS for styling, JavaScript for interactivity and SQL along with PHP for database.

■ 2048 GAME

- A popular single-player sliding tiles on a grid, puzzle game developed using C programming.
- The game's objective is to slide numbered tiles on the grid, combining to reach ultimate goal of tile numbered 2048.

■ EMOTIFY

- An emotion analysis with music recommendation system developed using Python programming.
- Machine Learning is used to predict emotions from text and suggests songs accordingly.

ACHIEVEMENTS

■ Editor at Linux Campus Club, JSSSTU

- Organized many events: Projectify, Treasure Hunt, FossBytes etc.

■ Internship at Techgyan

- Completed a one month internship with project at Techgyan for Python Programming.

COURSEWORK

- Operating System
- Data Structures and Algorithms
- Database management System
- Machine Learning
- Data Communication
- Web Technology