

# RAJ SINGH

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## Objective

I am a motivated student pursuing a degree in Computer Applications, with a strong foundation in programming and problem-solving. I am actively seeking a software development internship to apply my theoretical knowledge in a practical environment. I am eager to contribute to the creation of innovative software solutions and to collaborate with experienced developers. This opportunity will allow me to enhance my technical skills while gaining valuable hands-on experience in the software development lifecycle.

## EDUCATION

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|--|-------------|
| • <b>Bachelor of Computer Applications (BCA)</b><br>Aravali College of Engineering and Management (Affiliated with YMCA) | 2022 – 2025 |
| • <b>Senior Secondary (XII), CBSE</b><br>Scholars Pride, Faridabad   | 2022        |
| • <b>Secondary (X), CBSE</b><br>Scholars Pride, Faridabad  | 2020        |

## INTERNSHIP EXPERIENCE AND CERTIFICATIONS

*C Language Certification*  
*C++ Certification*  
*Python Certification*  
*Advanced Python Certification*  
*NPTEL Certification in Air Pollution.*

## SKILLS

### Technical

- **Programming Languages:** C, C++, Python
- **Web Development:** HTML, CSS, JavaScript
- **Databases:** MySQL, DBMS
- **Tools & Platforms:** Microsoft 365, VS Code, Visual Studio

### Professional

- *Effective logic building skills*
- *Confident, articulate, and professional speaking abilities*
- *Ability to identify and solve problems.*
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## PROJECTS

### Scientific Calculator (Python, Tkinter)

- Developed a GUI-based scientific calculator using Tkinter.
- Implemented advanced mathematical functions (trigonometry, logarithms, factorials).
- Integrated error handling to prevent invalid inputs and improve user experience.

### Mini Games – Stone Paper Scissors & Tic-Tac-Toe (Python)

- Designed Stone Paper Scissors with a command-line interface using Python.
- Implemented game logic using conditional statements and the random module.
- Developed a Tic-Tac-Toe game with a GUI (Tkinter), supporting:
  - Two-player mode
  - Simple AI opponent for single-player gameplay

### Code Learning Game (HTML, CSS, JavaScript)

- Designed a language-based quiz game supporting Python, Java, JavaScript, and HTML/CSS.
- Implemented score tracking, timer, sound effects, and interactive UI.
- Developed a language selector and intuitive game flow with code-based logic questions.

### **Weather Forecasting Web App (JavaScript, HTML, CSS)**

- Created a weather app using OpenWeatherMap API.
- Designed a clean, animated UI with real-time data like temperature, wind, humidity.
- Added a welcome screen, search interface, and dynamic icon updates.

### **Text-to-Audio Converter (JavaScript)**

- Developed a web-based tool that converts typed text into audio using Web Speech API.
- Integrated voice selection, pitch, and rate control features.
- Enabled multi-language support and interactive text-to-speech functionality.

### **EXTRA/CO-CURRICULAR ACTIVITIES**

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- Problem-Solving
- Team Collaboration
- Time Management
- Adaptability