**CURRICULUM VITAE**

**RITESH KUMAR**

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**PERSONAL DETAILS:**

**Father’s Name : -** Mr Basant Kumar

**Date of Birth : -** 11th August 1993

**Gender : -** Male

**Nationality : -** Indian

**CAREER OBJECTIVE:**

To work in a firm with a professional work driven environment where I can utilize and apply my knowledge, skills which would enable me as a fresh graduate to grow while fulfilling organizational goals.

**BASIC ACADEMIC CREDENTIALS:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **QUALIFICATION** | **SCHOOL / COLLEGE** | **BOARD / UNIVERSITY** | **YEAR** | **PERCENTAGE** |
| B.E(Computer Engineering) | Padre Conceicao College of Engineering | GOA UNIVERSITY | 2011-2015 | 68.59% |
| S.S.C.E  ( Class 12th ) | Kendriya Vidyalaya Bambolim Camp | CBSE | 2011 | 66.60% |
| S.S.E  (Class 10th ) | Kendriya Vidyalaya Bambolim Camp | CBSE | 2009 | 83.20% |

**TECHNICAL SKILLS:**

**LANGUAGES** **:**  C, C++, JAVA.

**DATABASE** **:** Oracle, MySQL.

**WEB TECHNOLOGIES** **:** HTML, CSS, JavaScript, PHP, WordPress.

**SOFTWARE TOOLS :** Adobe Photoshop, Adobe Dreamweaver, Eclipse, NetBeans, Microsoft Visual Studio, Blender, Unity, Autodesk Maya.

**PLATFORMS** **:** Windows, Linux.

**INTERNSHIP:**

**WINTER INTERNSHIP:**

**ORAGNISATION :** Padre Conceicao College of Engineering

**DURATION :** 3 Weeks

**DESCRIPTION :** Developed website for Padre Conceicao College of Engineering

**TECHNOLOGY USED :** HTML 5, CSS 3, JavaScript, PHP, XAMPP

**SUMMER INTERNSHIP:**

**ORAGNISATION :** CIBA (Centre for Incubation and Business Acceleration)

**DURATION :** 2 Weeks

**DESCRIPTION :** Developed CMS website using WordPress

**TECHNOLOGY USED :** WordPress, XAMPP, CSS 3.

**PROJECTS:**

**MINI PROJECT:**

**TITLE :** ONLINE LIBRARY MANAGEMENT SYSTEM

**DURATION :** 6 months

**DESCRIPTION :** Project is related to library management which provides reading services to its members. Any person can become a member of the library by filling a prescribed form. They can get the book issued and return them.

**TECHNOLOGY USED :** C#, Oracle, Visual Studio 2010

**MAIN PROJECT:**

**TITLE :** SPACE LANDER: A 2.5D GAME (MULTI PLATFORM GAME).

**DURATION :** 1 YEAR

**DESCRIPTION :** Space Lander is science fiction based puzzle game. It is a 2.5D game. The player has to control a spaceship in a space environment. The primary objective of the player is to land the spaceship softly on all the space stations before the fuel runs out. While playing, the player can collect optional collectible items for bonus points.

**TECHNOLOGY USED :** Unity Game Engine, Blender, Autodesk Maya, JavaScript/C#.

**ACHIEVEMENTS:**

* Won Best Final Year Project in Computer Department.
* Represented school in 37TH REGIONAL LEVEL JAWAHARLAL NEHRU SCIENCE EXHIBITION and secured 7th position.
* Participated in SWIFT JYOTI program conducted by NIIT.
* Attended Workshop on ETHICAL HACKING & INFORMATION SECURITY (CISE) organized by ROBOTech Labs.
* Class representative in class 6th, 7th, 8th and 9th.

**INTERESTS AND HOBBIES:**

* Reading about new technologies and inventions.
* Playing Basketball.
* Travelling.
* Listening Music and watching movies.

**STRENGTH:**

Hard work, Quick Learner, Self-aware - always seeking to learn and grow, Punctuality, Ability to cope up with different situations.

**LANGUAGES KNOWN:**

English, Hindi, Konkani and Bengali.

**DECLARATION:**

I hereby declare that the above-mentioned information is correct up to my knowledge and belief and nothing has to be concealed.

Place: Panaji

Date: (RITESH KUMAR)