



# RAUNAK SINGH

## B.Tech Graduate

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### ABOUT ME

Date of Birth: September 16, 1996  
Age: 23  
Gender: Male  
Place of Birth: Ghaziabad, U.P.

### SKILLS

Creativity ●●●●○  
Leadership ●●●●●  
Communication ●●●●●  
Collaboration ●●●●●  
Inquisitiveness ●●●●○

### PROFESSIONAL SKILLS

C	C++
R	GIT
Excel	Tableau
Java	linux/Ubuntu
HTML	CSS
JavaScript	Oracle 10g
SQL	Machine Learning
VMware	Deep Learning
MySQL	Data Analytics

### INTERESTS



### CAREER SUMMARY

Fresh IT graduate with exceptional strengths in handling critical problem-solving activities and technical troubleshooting. Can quickly adapt to change and possesses eagerness towards learning and contributing to the organization. A 2019 B.Tech of Computer Science study graduate of Lovely Professional University, Phagwara.

### ACADEMIC BACKGROUND

**Bachelor of Technology (Computer Science).** Lovely Professional University (Jalandhar, Punjab, 2019)

- GPA in Program (68 Courses): 7.51/10
- With minor in Data Science.

**Intermediate (Science).** Dr. Maria Residential Academy (Agra, U.P, 2015)

- Percentage in course: 71.2%

**High School.** Delhi Public School (Agra, U.P, 2012)

- Cumulative Grade Point Assessment: 9.0

### PROFESSIONAL SKILLS DEMONSTRATED

**Technocraft Solutions** June, 2019 – Present

A Healthcare and IT services firm with 50-100 employees and around 500

**US-IT Recruiter**

Designing and implementing the overall recruiting strategy, sourcing and attracting candidates.

- **Interviewing, Writing, and Verbal Communication:** aggregated the onboarding process with 2 senior recruiters beginning in June of 2019, introducing the new hires to the firms and also briefing them on issues pertaining to client requirements, documentation, and business strategies.
- **Data Collection:** operated on Application Tracking system (Oorwin), to extract minute details from the portals, job descriptions and resumes.

## STUDENT LIFE

**Sports Development Board of India – football:** led state team playing as a forward for the nationals, and was awarded as the top scorer of the tournament. (2018)

**DSA, LPU – Corporate etiquettes:** enlightened the future conquerors to invest in formal attire and persuaded them to sustain professional behavior. (2018)

**Agra Development Foundation-Marathon:** Agenda was ‘A RUN FOR.. HEALTH, HAPPINESS, UNITY’, and successfully ranked 6<sup>th</sup> on this 12 kms run.(2016)

**Ample Foundation – Motivating:** A great experience when living a day with the under privileged kids and speaking out to them about the various opportunities studies or sports could happen to be a life changer.

**Sports Authority (U.P.) – State Games:** Won the state football championship held in Varanasi and even scored a decisive goal, being the youngest member of the team.(2010)

## PROFESSIONAL PROJECTS

### • The Portfolio Website:

Generated a personal website which allows you to navigate to my social media profiles as well as lets you download my CV. You can navigate to my projects portfolio from this website.

**(Technologies used-** HTML, CSS, JavaScript, JQuery)

### • The Projects Website:

Created a website to display projects in various fields which allows you to view my projects mentioned below and you can also view some of my college projects through it.

**(Technologies used-** HTML, CSS, Bootstrap, JavaScript)

## PROFESSIONAL SKILLS DEMONSTRATED

- **Team Lead:** administered and coordinated a group of individuals to perform, involves teamwork, communication, and objective setting and performance appraisals.

**Lovely Professional University** September, 2015 – August, 2019

It is the largest single-campus university in India with more than 50,000 students, over 6000 faculties and staff, offering more than 200 programmes, 200+ foreign tie-ups for equitable and affordable quality education. Acclaimed best Private University Award by ASSOCHAM again in 2017.

### **Student/Researcher**

Performed research and analytics projects under Dr. Amandeep Nagpal, and application development under Dr. Ritika Sharma.

### **Some Minor Projects under the College authorization**

#### • **Snake Game(2016):**

Build the game to perform the basic 2d game to keep the snake in the maze without crashing,  
**(Technologies Used** - C++, Dev C++.)

#### • **Fifa Stardom (2017):**

It was a “Kaggle” project on FIFA involving various visualizations and data mining techniques, prepared a presentation over it.

**(Technologies used-** R studio, Tableau, MS PPT)

#### • **The Myth (2017-18):**

As I have been really interested in the cryptocurrency in the year 2017, so I decide to do a project on the behavior of various top cryptocurrencies in the world. Influenced people with my insights over the presentation as to investment in which cryptocurrencies would be a beneficial move over the end of the 2018.

**(Technologies used** – R studio, Tableau, machine Learning, deep learning)

#### • **YouTube Trends(2018):**

Built the project to bring meaningful insights from the trendy data's of YouTube, and tracking the behaviors of various YouTube channels who have been fluctuating in the top channels in the world.

**(Technologies used** - R studio, Tableau, regression techniques, decision tress)

## PROFESSIONAL PROJECTS

• **Music App:**

Designed a webpage that allows to play Music on a click, and pauses the music on double click.

(Technologies Used- HTML, CSS, JavaScript)

• **Calculator App:**

Build a non-scientific calculator application to perform basic calculations.

(Technologies Used- HTML, CSS, JavaScript)

• **Snake Game:**

The old and gold game of Snake maze to keep the snake in the maze and to perform various movements to help your snake to grow. Compete by making a high-score.

(Technologies Used- HTML, CSS, JavaScript)

## PROFESSIONAL SKILLS DEMONSTRATED

• **Library Management System (2016):**

Prepared a project with use case diagram of how the Library management system in LPU works, being it one of the largest libraries in north India campuses it makes it more difficult to understand the concepts of ground level activities.

(Technologies used – HTML, CSS)

• **Lost App(2018-2019):**

Created an android application to broadcast the lost item on the map by the user, and can be used as a monopoly of lost items. This was our Capstone to make more of a user friendly GUI in order to make it easier for the users. The basic idea was to make a GPS enables application with database fetching as well.

(Technologies used – HTML, CSS, JavaScript, Core Java, Android Studio, Google Maps API, SQL, MS PPT)

## OTHER RELEVANT INFORMATION

**Languages:** Hindi (Expert), English (Expert)

**Date of Birth:** 16th September 1996

**Nationality:** Indian