

SAHIL SUREKA

A First-Year Computer Science Student

PROFILE

Passionate about exploring diverse aspects of technology. Eager to learn and contribute to innovative projects in software development and beyond.

SKILLS

Language:

Python, C, C++, Java


Software and Tools:


VSCode, Figma, Canva


Other Skills:

Basic Web Development
(HTML, CSS, JavaScript,
jQuery, NodeJS, SQL)

CONTACT ME

 [+91 9827816732](tel:+919827816732)

 sahilsureka0612@gmail.com

 Berhampur-760001

EDUCATION

VIT VELLORE

July 2027 (Present)

Bachelor's of Technology

Computer Science and Engineering

CGPA: 9.48

MOTHER'S PUBLIC SCHOOL BHUBNESHWAR

April 2023

12th CBSE BOARD

Percentage: 89.2

ST VINCENT'S CONVENT SCHOOL BERHAMPUR

May 2021

10th ICSE BOARD

Percentage: 98.7

PROJECTS

THE SIMON GAME

A classic memory game where players repeat increasingly complex sequences of lights and sounds, using HTML, CSS and JavaScript.

THE SNAKE GAME

Navigate a growing snake through a maze, eating food to grow longer while avoiding collisions with walls and the snake's own tail, using the Turtle module in Python.

THE BLACKJACK

A thrilling card game where players aim to build a hand value closer to 21 than the dealer's, without going over, using random function and some logical coding in Python.

THE PONG

A classic arcade game where players control paddles to hit a ball back and forth, competing for points against the opponent, using the Turtle module in Python.