

**EDUCATION**      **B.E. in Computer Science and Engineering**      2019(Expected)  
Shri G. S. Institute Of Technology And Science, Indore  
CGPA: 7.8/10  
**High School-** St. Norbert School, Indore (CBSE)- 96.6%      2015  
**Secondary School-** St. Norbert School, Indore (CBSE)- 9.8      2013

**TECHNICAL SKILLS**      Languages: C, C++, Java(basic)  
Web Technology: HTML, CSS  
Others: MySQL,  $\text{\LaTeX}$

**ACHIEVEMENTS**

- Secured **AIR 4299** in IIT-JEE Mains 2015
- Felicitated with Certificate of Merit by All India Senior School Certificate Examination (AISSCE) 2015 for being among the **top 0.1% of successful candidates in Mathematics**.
- Felicitated at St. Norbert Senior Secondary School, Indore for academic performance in 12th standard (C. B. S. E.) and for being **Indore City PCM Stream Topper (96.6%)**.
- Active participation on online competitive coding websites - [CodeChef](#), [HackerRank](#), [HackerEarth](#), [Geeksforgeeks](#) etc. Member Handle - sajalagrawal(sajal1 on HackerEarth)  
<https://github.com/sajalagrawal>
- Won Gold Medal for securing **School Rank 1 in 16th SOF National Science Olympiad** in Class 11th, 2014.
- Won Silver Medal and secured A grade in Arithmetic Aptitude Test conducted by UCMAS Mental Arithmetic (India) Pvt. Ltd. in 2009.

**PROJECTS**

- **BreakOut Game:** May 2016  
A JAVA based Breakout game influenced by the game built by Steve Wozniak aided by Steve Jobs. The player has to eliminate all the layers of bricks present by hitting them with a ball bouncing off a paddle. It was a part of the Stanford's CS106A course.
- **Hangman Game:** June 2016  
A JAVA based simple hangman game. The player has to correctly guess the hidden word by guessing the individual characters of the word. It was a part of the Stanford's CS106A course.

**ACTIVITIES**

- Problem Setter & Tester for the college coding competitions [Code-Blitz-001](#), [Code-Blitz-002](#).
- Active member of 'CodeFosters Club' & 'SGSITS Robotics Club'.

**HOBBIES**      Competitive Coding, Playing Football