**Carrer Objective:**

*Aspiring Computer Science graduate with expertise in Python, Data Structures, Algorithms, and software development. Proficient in full-stack development, AI, cloud computing, and backend technologies like Python, Java, and SQL. Strong in problem-solving, leadership, and teamwork, committed to delivering innovative, high-quality solutions.*

**Internships:**

**SDE Internship | Gynere Technologies Sep’24 – Present**

* Developed dynamic and fully functional web applications for the clients.
* Understanding of Backend languages (Java, Python) and databases (SQL) to make the web applications with more functionality.
* Used ReactJS for frontend design of the web applications.

**Education:  
Computer Science and Engineering | CMR Institute of Technology, Bengaluru 2022 - Present**

CGPA: 9.5

**Higher Secondary Examination | DPS Ruby Park, Kolkata 2022**

Percentage: 95%

**Secondary Examination | St. John’s Diocesan Girls’ H.S. School, Kolkata 2020**

Percentage: 96%

**Skills:**

* **Programming Languages:** Java, Python, C, JavaScript
* **Front-end Technologies:** HTML, CSS
* **Database:** SQL
* **Version Control:** Git, GitHub

**Projects:**

**Tic-Tac-Toe Game – A Python-based Interactive Game 2024**

**Technology Used: Python  
Developed a classic Tic-Tac-Toe game showcasing fundamental programming and logical thinking skills.**

* Designed an intuitive console-based interface for players to easily interact with the game.
* Implemented game logic with conditions to ensure valid moves and determine win, lose, or draw states.
* Incorporated error-handling mechanisms to handle invalid inputs, ensuring a seamless gaming experience.
* Enhanced understanding of object-oriented programming concepts while developing the game's structure.

**Snake Game – A Python-based Arcade Game 2024**

**Technology Used: Python (Pygame library)  
Created a fun and interactive Snake game demonstrating creativity and proficiency in Python.**

* Utilized the Pygame library to develop a 2D graphical interface with smooth animations and gameplay.
* Implemented real-time user input to control snake movements, enhancing responsiveness.
* Added increasing difficulty levels by accelerating snake speed as the game progresses.
* Built collision detection mechanisms to handle interactions with walls, the snake's body, and food.
* Gained insights into game development principles and event-driven programming.

**Student Database Management System – A Python-Based Application 2024**

**Technology Used: Python, SQLite  
Designed a comprehensive student database management system to facilitate record-keeping and analysis.**

* Developed a user-friendly console interface to add, update, delete, and view student records.
* Utilized SQLite for efficient data storage and retrieval, ensuring data integrity.
* Implemented features to search for student details based on multiple criteria, such as name or roll number.
* Focused on modularity and code readability by dividing functionality into reusable functions.
* Strengthened database management skills while working on this project.

**Certification:**

* **Python Development - GyanGen Technologies**