VijayRajSingh

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EDUCATION

United College of Engineering And Research
Bachelor of Technology
Information Technology
Expected Grad. May 2024
Cum. GPA: 7.83

New R.S.J Public School
Class 12 CBSE
2017-2018 | Percentage 89
Class 10 CBSE
2019-2020 | Percentage 96.4

SKILLS

Languages:
C,C++,Java,
JavaScript,HTML,CSS,Python
Frameworks:
React NodeJS(Learning)
Databases:
SQL
Tools:
Visual Studio Code

COURSEWORK

Data Structure
Algorithms
Operating System
Database Management System
Computer Architecture
Computer Networking
Data Analytics
Object-Oriented Programming

ACHIEVEMENTS

Solved 350+ Questions on
LeetCode
Solved 100 Questions on GFG
CodeChef Rating 1270(1*)

07.08.2023

EXPERIENCE

Coding Ninjas   Dec 2022 – present
Campus Ambassador   Prayagraj,UttarPradesh
  • Selected as a Campus Ambassador for Coding Ninjas, a
    leading online coding education platform, to represent and
    promote the organization on campus.

International Model United Nations   Jan 2023 - June 2023
Campus Ambassador   Prayagraj, UttarPradesh
  • Selected as a Campus Ambassador for International Model
    United Nations (IMUN), a prestigious organization promoting
    global awareness and diplomatic simulations.Utilized social
    media platforms to create awareness and engage the audience
    for various events, conferences, workshops, and seminars.

PROJECTS

Car Factory - Car Website
Dec 2021 - Jan 2022
Developed a dynamic car website using HTML, CSS, and Bootstrap
for the frontend, allowing users to login securely using unique IDs
and passwords. Utilized JDBC for seamless connectivity between
the website and the database, enabling smooth data transactions
and real-time updates.

Snake Game Simulator
Aug 2021 - 2021
Developed a classic Snake Game using Java applet, utilizing
object-oriented programming principles to create an interactive
and engaging gaming experience.Utilized Java applet technology
to create an embedded game within a web browser, allowing users
to play the game directly on a webpage without requiring
additional installations or downloads.

N-Queen Simulator
Sept 2022 - Oct 2022
Developed an N-Queen Simulator using HTML, CSS, and JavaScript,
applying the concept of backtracking to solve the classic N-Queens
problem. Utilized JavaScript to implement the backtracking
algorithm, which efficiently finds all possible solutions for placing N
queens on an NxN chessboard without any queens threatening
each other.