



VIJENDRA KUMAR



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OBJECTIVE

As a Beginner in the Technical field, while making a positive contribution, I would like to build a career, making the best use of my programming, creative and logical skills to perform the job efficiently.



EDUCATION

Jawahar Navodaya Vidyalaya, Varanasi

2014

MATRICULATION
9.8 CGPA

Delhi Public School, Varanasi

2016

INTERMEDIATE
84.2%

University Institute of Technology, Burdwan

2021

BACHELOR OF ENGINEERING
8.39 CGPA



STRENGTH

Quick Learner | Innovative | Smart Working | Leadership



INTERESTS

Competitive Programming | Solving Puzzles
Artificial Intelligence | Quantum Computing



PROJECTS

Discretization of continuous datasets

I have implemented discretization algorithms given on keel.es in python.

Auto Play Google Chrome Dino Game

I have created a bot for playing Dino Game using "pyautogui" And "PIL" Module.

Snake Game using Python

I have created Snake game using "pygame" Module with help of youTube videos.



HOBBIES

Cricket | Chess



SKILLS

Python | Java | C | JavaScript |
DBMS | Operating System |
Computer Network | Data Structure |
Algorithm | Discretization | Discrete
Mathematics

Familiar: TypeScript | JavaFx | CSS |
React.js | Machine Learning |
MATLAB | MySQL



ACHIEVEMENTS & AWARDS

Clear TCS Codevita 2020 Pre
Qualifier Round (Rank 1899)

Infosys Infyq certification exam
2020 (cleared final round)

Codechef Snackdown 2019
(Qualified for 3rd round)

Google Codejam 2019 (Qualified for
2nd round)

Scaler Discovery Challenge 2020
(Rank 2 in college)

Cleared JNVST 2009 (Jawahar
Navodaya Vidyalaya Selection Test)



LANGUAGE

Hindi | English



COURSES & CERTIFICATIONS

Complete Python Bootcamp -
"Udemy"

Python Data Structures - "Coursera"

Discrete Mathematics for Computer
Science - "Coursera"

Introduction to Java Programming -
"edX"

C Programming - "Alison"