

Curriculum Vitae

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Career Objective

To enhance my knowledge and skills by working in an environment which appreciates innovation and technology which further will be beneficial for the growth of my knowledge.

Personal Qualities

- Having understanding regarding software development environment
- Have considerable talent in achieving critical solution.
- Excellent in presenting and make people understand.
- Socialising and contributing in college activities.
- Comprehensive knowledge of primary development languages for the instance of C, C++, JAVA.

Technical Skills

- Computer languages: C, C++, JAVA.
- HTML, Java Script, jQuery CSS, SQL.
- Computer software's: AutoCAD 2018, UMLet, Oracle 11.2.0
- Android studios (beginner level).
- Ubuntu (Linux) operating system.

Internship

I successfully completed my research internship in the Department of Computer Science and Information Engineering, National Chung Cheng University, Chiayi, Taiwan, under Prof. Pao-Ann Hsiung, during the period of 2 months from 29th June 2019 to 30th August 2019. During this internship I carried out research on development of **an E-voting system using Blockchain technology**.

Projects Undertaken during under-graduation

1. Playing net with multipurpose uses for primary school children:

In this project we had designed a low cost, durable and easy to use playing net for primary school students which was an all in one playground for around 12 to 15 children to play at a time. Use AutoCAD software to make the design of the project.

This project of ours was selected for **NOVATE (National level competition)**

NOVATE: It is a national level platform for innovative thinking and designs.

Project Responsibilities:

- Held a position of team lead.
- Did a in depth research for the same.
- Proposing a respective design for the model.
- Identifying the failures/bugs and resolved the same.
- Implementing the prototype.
- Assigned respective responsibilities to the team mates.

2. Maglev train:

In class XII for **annual science fair** I along with a team of 4 made a maglev train which worked on the principle of Electromagnetic induction using copper wire and neodymium magnets which are super strong magnets.

Project Responsibilities:

- Team leader of the project
- Assigning work to all other team mates
- Made design and path to work on project
- Gathering the logistics requirements
- Implementing the project
- Giving presentations and making reports for the same.

3. Vehicle tracking system:

Wireless communication technologies which enables us to communicate between vehicle to vehicle and vehicle to person by just sending a message from a device to the tracking system and then it provides us with a geographical location of the first vehicle to the other vehicle/vehicles so that they can follow it and reach their respective destination with ease In this project we made a system to track vehicles offline with the help of global positioning system (GPS). This project of ours was also selected for **NOVATE 2019**. The project works with the help of Arduino Uno R3, GPS and a gsm sim, with this project inter vehicle communication is also possible. We further will be developing an app using android and website to make it more user friendly and help to make it more accessible.

Project Responsibilities:

- Did a in depth research for the same.
- Proposing a respective design for the model.
- Gathering logistic requirements.
- Identifying the failures/bugs and resolved the same.
- Made reports for the project.
- Implementing the prototype.
- Assigned respective responsibilities to the team mates.

4. Biomass briquettes machine

Under this project I along with my team are developing a machine that can possibly make the fuel of future using waste material. Used AutoCAD, blockchain in the project we further will be making an app using android studios for this project.

The main motive of the project is to make briquettes that can be used as a fuel in various activities such as cooking. Our project was award winning project in NOVATE 2018 and is currently active under a start-up named BB Urja.

Project Responsibilities:

- Did a in depth research for the same.
- Giving suggestions for better output.
- Working to make the project more efficient.
- Implementing the prototype.
- Made a report on the same.

5. E-Voting System using Blockchain technology

In this project I along with my team did a research on the development of an electronic voting system that can be used by many states or even companies to conduct elections which works on Blockchain technology for this we used Ethereum blockchain open-source to create the system. This project was assigned to me under my **research internship at CCU Taiwan**.

Educational Qualifications

Qualification	School/College	University/Board	Year	Marks/ Grade
B.E.(C.S.E.)	Chitkara institute of engineering and technology, Punjab	Chitkara University	2017-2021	7.83 CGPA (till 4 th semester)
Class XII	Govt. Model Sr. Sec. School, Chandigarh	C.B.S.E.	2015-2017	82%
Class X	K.B.D.A.V. Sr. Sec. Public School	C.B.S.E.	2014-2015	10 CGPA

Academic Achievement

- Got **10 CGPA** on a scale of 10 in class X.
- Got **96th percentile** in SAT (Scholastic Aptitude Test) held in December 2016.
- Scored **82%** in class XII.
- Current CGPA of **7.83**(till 4rd semester).
- Got silver medal with **94%** marks in NTSE for Environmental Education.

Cultural Activity Designations

- **Liaison officer** at CHITKARA INTERNATIONAL MUN.
- **Event Head** at EXPLORE 2K19.
- **Executive** at BitsNbytes club.

Extra-Curricular Activities

- Participated in a workshop held on **entrepreneurship** by IIT-Kharagpur.
- Promoted Pithu competition for hostellers in my university.
- **Promoted python and android** workshop held in our college.
- **Organised and promoted** science fair held in Chitkara university (2018).
- **Managing head** of my group in engineering exploration for community services (EPICS).
- Promoted **Explore fest** in our college.
- Promoted **sports fest** and collected around **30,000 rupees** for the fest organised in our college.
- **Part of organising and discipline team** for farewell of C.S.E. 2014-18 batch.
- **Part of organising team** for the convocation of 2014-18 batch.
- **Organised expert talk** in our campus regarding career options after engineering.
- **Organiser of laser maze game** in RANGREEZ fest of our university with a footfall of over **5,000 students**.
- Appointed as **liason officer** at **CHITKARA INTERNATIONAL MUN** 2019.
- Was assigned the position of **Event head** in the cultural fest (EXPLORE) of my university.

Interest and hobbies

- Sports like basketball and swimming etc.
- Learning about new technologies.
- Learning new languages.
- Reading novels.

Personal Details

Languages Known: English, Hindi, Punjabi and Japanese (pursuing level N5)

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