Vishal Kumar Prajapati

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Education

IIIT, GUWAHATI	**November 2021 – April 2025**
B.Tech in Computer Science and Technology	*CGPA: 8.13*
DIVINE SAINIK SCHOOL, Varanasi	**April 2019 – March 2020**
Central Board of Secondary Education — 12th Science	*Percentage: 94.4%*
DIVINE SAINIK SCHOOL, Varanasi	**April 2017 – March 2018**
Central Board of Secondary Education — 10th	*Percentage: 90.6%*

Technical Skills

Languages: C, C++, Java, Python
Databases: MySQL, MongoDB
Web Technologies: HTML, CSS, Javascript, Bootstrap, NodeJS
Frameworks And Libraries: Numpy, Matplolib, Tkinter
Developer Tools: Linux, Git, Visual Studio Code, Eclipse
Familiar With: Spring and Spring boot, Spring JDBC, JPA, Hibernate

Projects

UPSIDEAVENUE | *HTML, CSS, Spring and Spring boot, Spring JDBC Github Link*   **April 2023**
- Upside Avenue is a university project on Real Estate Management System.
- Upside Avenue does an incredible job of connecting buyers and sellers through agents. We provide a full-stack service for all real estate needs. A platform for sellers to post about their properties which buyers can find and contact sellers with an agent in mediation
- This was a team project where I designed the frontend in HTML, CSS and Bootstrap and database in MySQL

My-Portfolio | *HTML, CSS, Javascript Github Link*   **June 2023**
- I have developed my portfolio website using HTML, CSS, and JavaScript, ensuring responsiveness to media queries.
- Through this project, I showcased my skills in front-end web development, creating a visually appealing and user-friendly website that adapts to different devices and screen sizes for an enhanced user experience.

TicTacToe & Checkers | *Python, Tkinter Github Link*   **April 2023**
- I created a graphical user interface for the checker game using the Tkinter library. The user interface consisted of a game board, pieces, and buttons to move the pieces.
- I implemented the alpha-beta pruning algorithm to create an AI player that could play against human players. The AI player used the algorithm to search through the game tree and determine the best move to make.
- Algorithm: Alpha-Beta Pruning Algorithm

Certifications

Certificate 1: Coursera course - Supervised Machine Learning: Regression and Classification. **[Certificate Link]**

Achievements

- Highest Rating 1621 (3 Stars) at Codechef   **[Profile Link]**
- Solved 400+ Data Structures And Algorithms Questions on GeeksForGeeks.   **[Profile Link]**
- Qualified First Round Of Flipkart Grid 4.0.   **[Certificate Link]**

Courseworks

Linear Algebra, Probability, Discrete Mathematics, Computer Programming (C), Data Structures, Algorithms, Operating Systems, Database Management Systems, Artificial Intelligence, Object Oriented Programming, Computer Organization