Vishal Kumar Prajapati

kumarvishal2537@gmail.com | vishal.prajapati21b@iiitg.ac.in
LinkedIn | 8887845035 | Github

EDUCATION

IIIT GUWAHATI
B.Tech(CSE)
Nov 2021 - Present |
Guwahati, Assam
CGPA : 8.21

DIVINE SAINIK SCHOOL
12TH PCM (CBSE)
April 2018 - March 2020 |
Varanasi, Uttar Pradesh
Grade: 94.4%

DIVINE SAINIK SCHOOL
10TH (CBSE)
April 2016 - March 2018 |
Varanasi, Uttar Pradesh
Grade: 90.6%

LINKS

Github:// **vishal2537**
LinkedIn:// **vishalprajapati**
Codechef:// **vishal_8902**
GeeksForGeeks:// **vishal_prajapati2912**

COURSEWORK

UNDERGRADUATE
*ongoing
Linear Algebra
Discrete Mathematics
Probability
Computer Programming (C)
Computer Organization
Data Structures
Algorithms, OOPS (JAVA)
DBMS, OS, AI

SKILLS

PROGRAMMING
•C •C++• Java • Python
• HTML • CSS • Bootstrap
• Javascript • Pygame
• Tkinter • Numpy
• MYSQL

Familiar:
• Spring and Spring boot • Spring JDBC,
JPA, Hibernate • Nodejs • MongoDB
• Git and GitHub

PROJECTS

UPSIDEAVENUE | April 2023
Github Link

- 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
- DBMS: MYSQL
- Frontend: HTML, CSS, Bootstrap
- Backend and Frameworks: JAVA Spring Boot, JPA, Hibernate

TICTACTOE | CHECKERS | April 2023
Github Link

- 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
- Python, Tkinter

SUDOKU-SOLVER | May 2023
Github Link

- This is a Sudoku solver implemented in Python and GUI created using the Tkinter library. The solver utilizes a backtracking algorithm to find the solution to a given Sudoku puzzle.
- Algorithm: Recursive Backtracking Algorithm
- Python, Tkinter

BANKING APPLICATION SYSTEM | December 2022
Github Link

- This project involved developing a Library Management System utilizing Object-Oriented Programming principles.
- Java, Oops Concept

ACHIEVEMENTS

- Highest Rating 1621 (3 Stars) at Codechef
- Completed Coursera course on Supervised Machine Learning: Regression and Classification. [Certificate Link]
- Solved 350+ Data Structures And Algorithms Questions on GeeksForGeeks.
- Qualified First Round Of Flipkart Grid 4.0. [Certificate Link]