# **Priyanka Kumari**

Vill Kasan, Kotli – Mandi, Himachal Pradesh – 175052, India ☐ +91 7590054574 • ☑ priyanka722004@gmail.com

in <a href="https://linkedin.com/in/priyan75900">https://github.com/PriyankaKumari12219581</a>

# **Objective**

To secure a challenging role as a Machine Learning Engineer in a reputed organization where I can leverage my expertise in machine learning, data science, and artificial intelligence to develop innovative solutions. I aim to contribute to impactful projects, enhance my technical skills and grow as a professional while aligning with the organization's goals.

### **Education**

#### **Lovely Professional University**

Jalandhar, Punjab

Bachelor of Technology in Computer Science and Engineering

2026

Relevant Coursework: Data Structures and Algorithms, Operating Systems, Database Management Systems, Artificial Intelligence, Computer Networks, Software Engineering

#### **Anglo Sanskrit Model Senior Secondary School**

**Mandi, Himachal Pradesh** 

Himachal Pradesh Board of Secondary Education (12th Grade), Percentage: 90%

2021

Key Subjects: Physics, Chemistry, Mathematics, English, Physical Education

#### **Dayanand Anglo Vedic Centenary Public School**

**Mandi, Himachal Pradesh** 

Central Board of Secondary Education (10th Grade), Percentage: 93%

2019

Key Subjects: Science, Social Studies, Hindi, English, Mathematics

Achievements: School Topper

# **Technical Skills**

**Programming Languages**: Python, C, C++, Java

**Tools/Technologies**: MySQL **Operating Systems**: Windows

**Databases**: MongoDB

Frameworks: HTML, CSS, JavaScript

## **Projects**

Project Title: Tic Tac Toe Game

**Description:** Implemented a user-friendly interface with two-player functionality.

**Technologies Used:** C++

Impact/Achievements: Focused on logic building, game sate management and handling

edge cases for a seamless experience. **Demo/Code Link:** GitHub Repository

Project Title: Rock, Paper, Scissors Game

**Description:** A simple two-player or player-vs-computer game where each selects Rock, Paper or

Scissors and the winner is determined based on the game rules.

**Technologies Used:** C++

**Impact/Achievements:** Improved user productivity by providing task tracking and reminders.

**Demo/Code Link:** GitHub Repository

## **Certifications**

**Amazon Q Developer Getting Started:** Certification by AWS Training and Certification (Completed in 2025).

**Cloud Computing**: Certification by NPTEL (Completed in 2025).

**Programming in C++**: Certification Online course by Coursera (Completed in 2024).

Data Structures and Algorithms Specialization: Online course by Coursera (completed in 2023).

# **Achievements**

**100-Day Coding Challenge**: Dedicated 100 consecutive days to solving coding problems on LeetCode (2024).

**Solved 200+ problems**: Strengthened algorithmic thinking by solving questions on CodeCheff.