

ASHISH SINGH

B.Tech Computer Science Engineering Student

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SUMMARY

An enthusiastic and detail-oriented third-year B.Tech Computer Science Engineering student with a strong foundation in programming, data structures, and algorithms. I have a passion for software development and problem-solving, and I continuously explore new technologies. As a quick learner with excellent analytical skills and a team-oriented mindset, I am eager to contribute to innovative projects in a dynamic tech environment.

EDUCATION

Class - X

V.V.S. Inter College

📅 04/2018 - 04/2019 📍 Kora Jahanabad, Uttar Pradesh

Class - XII

V.V.S. Inter College

📅 04/2019 - 04/2021 📍 Kora Jahanabad, Uttar Pradesh

Bachelor of Technology, CSE

Institute of technical education and research

📅 07/2022 - 07/2026 📍 Bhubaneswar, Odisha

CERTIFICATION



Google Cloud Computing Foundation

Google Cloud



Accenture: Developer and Technology Job Simulation

Accenture



GDSC GenAI

Google

SKILLS

Bootstrap

C/C++

CSS

Data Structures

Eclipse

GCP

GitHub

GUI

HTML

IntelliJ

Java

JavaScript

MongoDB

Next.js

Python

React

Tkinter

Visual Studio Code

Node.js

Gmail

IntelliJ IDEA

PROJECTS

Student Online Learning Platform

📅 01/2022 - 01/2023

An online learning platform geared towards enhancing interactive learning experiences

- Designed an online learning platform with course creation, multimedia integration, quizzes, and certification.
- Managed student enrollments, progress tracking, and course analytics to enhance interactive and structured learning for educational institutions, corporate training, and individual instructors.

Rock Paper Scissor Game

📅 01/2023 - 02/2023

An interactive web-based game

- Created a Rock-Paper-Scissors web game where users select an option, and the computer randomly generates a choice.
- Implemented real-time result display functionality to instantly show game outcomes (win/loss) upon completion.

Math Quiz Application

📅 02/2023 - 04/2023

An engaging learning experience for math practice

- Developed a GUI-based interactive Math Quiz application using Python and Tkinter, enabling real-time user interaction and dynamic score tracking.
- Enabled users to practice basic arithmetic operations, with random problem generation, user response evaluation, and score tracking.