



SUMMARY

Dynamic and motivated Computer Science Engineering student with a strong foundation in Python programming seeking opportunities to apply knowledge in developing innovative software solutions. Proficient in Python and eager to learn and contribute in a dynamic team environment.

EDUCATION

Govt. College of Engineering and Ceramic Technology

Bachelor's in Technology,
Department-CSE
CGPA - 9.41
2021 - 2025

Guru Nanak Public School

12th 92%
CBSE
2020

Guru Nanak Public School

10th 95%
CBSE
2018

SKILLS

- Proficient in Python programming language
- Knowledge of databases including SQL and/or NoSQL
- Strong understanding of object-oriented programming principles
- Familiarity with front-end technologies such as HTML, CSS, JS
- Communication and interpersonal skills
- Ability to adapt and learn very quickly

PROJECTS

Snake Game

- Idea-Conceptualized and initiated development of a classic Snake game using Python.
- current status-Continuously refining and optimizing the game for improved performance and user satisfaction.
- GitHub link- <https://github.com/yeasa/Snake-Game>

Pong Game

- Idea-Recreate the iconic arcade experience with simple controls and addictive gameplay (table tennis simulation).
- current status-Continuously refining and optimizing the game for improved performance and user satisfaction.
- GitHub link- <https://github.com/yeasa/Pong-Game>

Calculator

- Idea- Just a basic Calculator to perform basic operations. This was the first of projects.
- Current Status- Completed.
- GitHub Link- <https://github.com/yeasa/-Basic-Calculator>

Netflix clone

- Idea- Replicate the user interface and functionalities of the popular streaming platform.
- Current Status- Completed.
- GitHub Link- <https://github.com/yeasa/Netflix-clone>