ABHISHEK PARMAR

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[github.com/abhishek-parmar1](https://github.com/abhishek-parmar1)

www.hackerrank.com/parmarabhishek\_1

**Objective:**

A coder who can design and the other way around.

**Education:**

* Pursuing B.Tech (CS) from Graphic Era (Deemed) University, Dehradun (2014-18).
* XII from K.V. Ahmedabad Cantt. (CBSE), Gujarat in 2014.
* X from K.V. Tagore Garden (CBSE), New Delhi in 2012.

**Technical Knowledge Purview:**

* Programming Languages:

C, C++, Core Java (JDK 8)

* Application:

Dev-C++ (GCC 4.9.2), Eclipse, MATLAB, Flex, Edraw Max, Brackets

* Web technologies:

HTML-5, CSS-3, JavaScript, Bootstrap-3, JQuery

* Databases:

Oracle 9i, MySQL

* Version Control:

GitHub

**Technical Certifications:**

* Completed Web Development training in a company, Moto Beans from 10th, Dec 2016 to 7th, Jan 2017.
* Completed Core Java training in a company, RV Technologies from 8th, June 2016 to 8th, July 2016.
* Completed a training titled “ Getting Started with Twitter Bootstrap Framework v3 ” held at Graphic Era University on November 11th -12th, 2016.

Certification identity number: SYNC-BTS-1200

* Completed Python training offered by Spoken Tutorial Project, IIT Bombay, funded by National Mission on Education through ICT, MHRD, Govt., of India.

**Technical Projects Undertaken:**

* Project 1 Title : A Simplified Instructional Computer (SIC) Assembler

Technology used : C language, data structures, Dev-C++ (GCC 4.9.2)

GitHub link :

The final objective of the project is to create a program that will take a source code file as input and create the target code file of SIC (2-pass) assembler.

* Project 2 Title : A Tokens Checker For C Language Compiler

Technology used : Lex programming, Lex, Linux (OS)

GitHub link:

The final objective of the project is to verify all the tokens in a C program and print them accordingly.

* Project 3 Title : Recognize Capital Handwritten Character From Image

Technology used : image processing tool box and the neural network

 training tool box of MATLAB (2016)

Git link: github.com/abhishek-parmar1/Recognize\_Capital\_Handwritten\_Character-

The final objective of the project is to recognize the image of the capital handwritten character and print it in a file.

* Project 4 Title : Code Player

Technology used : HTML-5, CSS-3, jQuery

Git link: [abhishek-parmar1.github.io/Code-Player/](https://abhishek-parmar1.github.io/Code-Player/)

The objective of the project is to create a website on which user can write a code using html, css or javascript and test, run and debug it on the website itself.

**Co- Curricular Activities:**

* Actively participated in various sports activities in school and college.
* Participated with team in Group Dancing competition held at College Of Engineering Roorkee during ZION ’16 (April 23rd to 26th, 2016).
* Participated in Inter-University Street Play Competition with team held at FRI (Deemed) University during MUKTANGAN’14.
* Participated in President cup of Basketball and Football held at Graphic Era University

(2014 and 2015)

* Participated in Treasure Hunt organized by Fun Extravaganza.
* Participated in Motion Talent Research Examination (MTSE) in 2013.

**Key Accomplishments:**

* Participated and secured the 2nd position with team in codding competition HACKATHON held at Graphic Era Hill University on May 3rd 2017.
* Cleared the Google Code Jam 2017 Qualification Round with 2795th rank.
* Participated and secured the 2nd position with team in Group Dancing competition held at Graphic Era University during GRAFEST ’16 (May 15, 16, and 17, 2016).

**Key Strengths:**

* Hard working
* Ability to cope up with different situations.
* Zeal to learn new things and work innovatively.

Personal Details:

Date Of Birth: 9-2-1996

Parents Name: Mr. Raj Kumar

 Mrs. Anita Parmar

Languages Known: English, Hindi

Permanent Address: O-124 Vani Vihar

 Uttam Nagar West Delhi,

 110059

Date:

Place: (ABHISHEK PARMAR)