# Jaskarandeep Singh

Aspiring Software Engineer

I am a punctual and motivated individual who is able to work in a busy environment and produce high standards of work. I am an excellent team worker and am able to take instructions from all levels and build up good working relationships with all colleagues. I am flexible, reliable and possess excellent time keeping skills.



talk2jkds@gmail.com



08287332458



Noida, India



linkedin.com/in/jaskarandeepsingh-8191b1236



github.com/JKD03

# **SKILLS**

C++

Python

DSA

OOPS

am Work

Database Management

Unity Game Devlopment

3D Modelling and Animation

Matlab and R-studio

Forntend Web Devlopment

Frontend App devlopment

Leadership

Time management

## **LANGUAGES**

#### English

Professional Working Proficiency

Hindi

Native or Bilingual Proficiency

# **INTERESTS**

Artificial Intelligence

Music

Physical Trainign

## **EDUCATION**

#### B.E.

# Thapar Institute of Engineering and Technology

09/2020 - Present 9.06 CGPA (Current)

Computer Engineering

Major In Computer Animation and Gaming

Minor in Cyber Security

91%

# **Higher Secondary Education**Kothari International School

03/2019 - 04/2020

РСМ

□ Pinnacle - FIITJEE

## **CERTIFICATES**

AI Specialization (01/2022)

Thapar Institute of Engineering & Technology

Mastering PLSQL (05/2022)

Prateek Bhatia - Udemy

Android App devlopment

Oak Academy - Udemy

## **PERSONAL PROJECTS**

#### Portfolio

https://github.com/JKD03/Portfolio

### Al assistant using Python

□ https://github.com/JKD03/Ai-Assistant-AVA

#### Notes Management App - App devlopment using Kotlin

□ https://github.com/JKD03/Notes-App

#### Object Detection Form Video using Python and OpenCV

https://github.com/JKD03/Object\_Detection\_From\_Video

## Emotion Recognisation using Neural Networks

https://github.com/JKD03/Emotion-Recognisation

## DreamShooter Game using Unity

□ https://github.com/JKD03/DreamShooterGame

#### Simple Maths Game - App Devlopment using Kotlin

□ https://github.com/JKD03/Simple-Math-Game

#### 3D Modelling and Animation using Blender

- Honey Flow/liquid Flow
- Robotic Rigged Arm
- Zombie Apoclypse Tunnel
- Human Head