

B. MANEESH KUMAR SINGH

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CAREER SUMMARY

Motivated and detail-oriented Software Engineer with hands-on experience in C/C++, Java, and front-end technologies. Proficient in developing both command-line and web-based applications, with a solid foundation in cybersecurity and cloud computing. Adaptable team player with a passion for clean code, continuous learning, and full-stack development.

TECHNICAL SKILLS

- Languages : C, C++, Java, Python, JavaScript
- Web Technologies : HTML5, CSS3, JavaScript, DOM Manipulation
- Databases : MySQL
- Tools : Git, GitHub, Visual Studio Code, Linux Terminal
- Concepts : Object-Oriented Programming (OOP), SDLC, API Design, File Handling, CLI Development
- Cybersecurity : Best Practices, Network Security, System Hardening
- Cloud Platforms : IBM Cloud, General Cloud Computing Concepts

INTERNSHIP

SOFTWARE DEVELOPER INTERN | Broad Infinity | India

Jun 2022 – Aug 2022

Project: *Bank Management System (C/C++)*

Responsibilities:

- Participated in the design, development, and testing of a command-line banking software using C and C++.
- Collaborated with mentors and peers to understand functional requirements and translate them into a working system.
- Took ownership of implementing account management modules and file-based transaction tracking.

Key Contributions & Work Done:

- Designed a modular architecture supporting account creation, deposits, withdrawals, balance inquiries, and transaction history.
- Developed and tested features using file handling, ensuring accurate and persistent data storage without a database.
- Applied object-oriented programming (OOP) principles to enhance code structure, readability, and scalability.
- Created a user-friendly CLI interface, improving usability for non-technical users.
- Implemented input validation and error handling to minimize system crashes and bugs.
- Used Git for version control, maintaining clean and traceable code commits throughout the project lifecycle.
- Practiced debugging, code refactoring, and peer reviews to enhance software quality and performance.

Outcome:

- Successfully delivered a fully functional banking system prototype, demonstrating core software engineering and C/C++ programming skills.
- Gained real-world exposure to SDLC, collaborative development, and problem-solving in constrained environments.

EDUCATION

Bachelor of Technology (B.Tech), Computer Science & Engineering
Lovely Professional University | 2020 – 2024 | GPA: 6.42

Intermediate (MPC), Sri Chaitanya Junior College | 2018 – 2020 | GPA: 6.3

CERTIFICATIONS

- IBM Cloud Essentials, 04/23
- C and C++ Programming, 06/22
- CompTIA Linux+, 03/23

PROJECTS

Bank Management System

Technologies Used: C, C++, File Handling, Object-Oriented Programming (OOP), Command-Line Interface (CLI)

Description:

A terminal-based banking application simulating essential banking operations and transaction management.

- Designed and implemented a CLI-based system supporting account creation, updates, deletion (CRUD), and secure transaction logging.
- Utilized file handling in C++ to store user and transaction data persistently, eliminating the need for a database.
- Applied OOP principles for better modularity, code reuse, and maintainability.
- Developed features including balance inquiry, deposits, withdrawals, and transaction history viewing.
- Improved usability with input validation and error handling to ensure smooth operation and data accuracy.

Hex Color Generator & Virtual Recipe Book

Technologies Used: HTML5, CSS3, JavaScript

Description:

A dual-feature front-end application combining color preview functionality and a simple content management interface.

- Built a Hex Color Generator that dynamically displays background color based on real-time hex input.
- Developed a Virtual Recipe Book that enables users to add, edit, and view custom recipes in a visually structured layout.
- Used DOM manipulation and JavaScript event handling to create a responsive and interactive user experience.
- Designed UI with responsive CSS to ensure compatibility across devices.
- Focused on creating an intuitive interface and smooth user interactions with input validation and feedback mechanisms.

Tic Tac Toe Game

Technologies Used: C, Procedural Programming

Description:

A two-player command-line version of the classic Tic Tac Toe strategy game.

- Programmed game logic to manage turn-based gameplay, board updates, and win/draw condition checks.
- Applied arrays, loops, and conditional statements to build and control game mechanics.
- Developed a clear terminal-based UI for real-time interaction and output display.
- Emphasized code simplicity and readability, following procedural programming practices.
- Ensured a smooth user experience through consistent input validation and prompt feedback.

LANGUAGES

- English (Native)
- Hindi (Native)
- Telugu(Native)

PORTFOLIO

GitHub: <https://github.com/BahurManeeshsingh>

INTERESTS

Playing sports | Traveling | Learning New laanguages | Yoga & mindfulness