

Anmol Shrivastava

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Education

Degree/ Examination	Year of Graduation	Name of Institution	Performance (% /CGPA)
Btech CSE	2027	Bennett University	7.5 CGPA 8.3 SGPA
XII	2023	Jiva Public School ISC Board	82%
X	2021	Jiva Public School ICSE Board	90%

Projects

[Bug Tracking System – Java, JDBC & MySQL](#)

January 2026

- Designed a relational database schema for employees, projects, bugs, and bug status, implemented SQL joins and full CRUD operations for complete bug lifecycle management, and built a Java console application using JDBC to perform backend validation and database testing, thereby simulating real QA workflows through verification of data integrity, constraints, and defect tracking behavior.

[Manual QA Testing – Portfolio Website \(Jira & Zephyr\)](#)

December 2025

- Performed end-to-end manual testing on a self-developed portfolio website, prepared complete QA documentation including FRS, Test Plan, RTM, Test Cases, and Execution & Summary Reports, designed and executed 115 test cases covering functional, UI/UX, cross-browser, responsiveness, performance, security, and regression testing, logged and tracked defects using Jira while managing test execution through Zephyr Scale with severity-based defect lifecycle and retesting, and finally executed regression testing to provide release recommendations based on test metrics.

[Castle of Carnages](#)

May 2025

- Developed a 3D game using **Unreal Engine**, focusing on gameplay mechanics and environment design.

Key Skills

Testing Skills: Manual Testing | Test Case Design | Test Execution | Defect Tracking | Regression Testing | Database Testing | Backend Validation | Cross-Browser Testing | Smoke & Sanity Testing | Requirement Analysis

Languages: C++ | SQL | HTML | CSS

Tools: Jira | Zephyr Scale | Git | GitHub | Browser Developer Tools | MS Excel | MS Word | JDBC

Methodologies & Practices: SDLC | STLC | Agile (Scrum) | Defect Life Cycle | Requirement Traceability Matrix (RTM)

Game & Creative Tools: Unreal Engine | Blender | DaVinci Resolve

Other Skills: Teamwork | Video Editing | Problem Solving | Public Speaking | Mentorship | Leadership

Internship Experience

Summer Inter - Tech Kareer

June 2025 - July 2025

- Contributed to video editing tasks using DaVinci Resolve for creative and digital content.
- Explored web development and gained hands-on exposure to emerging technology stacks.
- Actively focused on skill development, learning industry-relevant tools and workflows.

Certifications

- [Dynamic Programming, Greedy Algorithms \(Coursera\)](#)
- [Introduction to Game Design \(Coursera\)](#)
- [Intro to Operating Systems: 1,2,3 \(Coursera\)](#)
- [Fundamentals of Network Communications \(Coursera\)](#)

April 2025

April 2025

March 2025

January 2025

Awards & Achievements

- Awarded “Best Speaker” at Annual Debate Competition in school.
- Secured 1st position in Social Quiz Competition hosted by Jiva school.
- Awarded fees scholarship in school for securing 90%+ in examinations.
- Adjudged Best Student awards for academics and extracurriculars.

Positions of Responsibility

- Member at Placement committee of Bennett University.
- General Secretary at AltReality (AR/VR) Club at Bennett University.
- Head of Management and Multimedia at Tech clubs of Bennett University.
- Office Bearer at Rotary Interact Club of Jiva public school

Extra- Curricular Activities

- Organized technical events such as ‘Arcade’, ‘Among Us’ and ‘Parallax’ at Bennett University.
- Student Coordinator at Microsoft Hackathon at Bennett University