AADVIK BHARADWAJ

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SUMMARY

Motivated and communicative 3rd year engineering student with a strong foundation in logic building and a passion for backend development using Node.js. Actively exploring the fields of data science and machine learning to expand technical expertise, focusing on Backend Development and Data Science.

EDUCATION

AMITY UNIVERSITY   Noida, UP
Bachelor of Technology   Expected April 2026
         Major in Computer Science (Data Science)
         CGPA: 8.82; Scholarship Awardee
         Relevant Coursework: C++, Java, Python For Data Science, Data Structures and Algorithms, Analysis of Algorithms and Design

KHAITAN PUBLIC SCHOOL   Ghaziabad, UP
PCM   2017-2022
         10th Percentage: 91.00%
         12th Percentage: 89.20%
         Relevant Coursework: Python Basics, Project on Snake Game Development

EXPERIENCE

BACKEND DEVELOPMENT INTERN (ON-SITE)   Noida, UP
Khiladi Adda, Techbelievers Pvt. Ltd.   May 2024-June 2024
- Learned NPM and used NodeJs for basic development, further explored Express and Postman for advancements.
- Used MongoDB for Database Management, Aggregation and pipelines and other features like Sockets & JWT for the site maintenance.
- Worked on URL Shortener for the company and successfully developed one for deployment uses.

CORE PR AND MARKETING TEAM LEAD   Noida, UP
GeeksForGeeks Student Chapter, Amity University   June 2024-Present
- Promoted club activities and events through various online platforms as well as Campus Announcements.
- Engaged with students to increase participation and membership in the club and manage the team efficiently.
- Developed communication and organizational skills essential for effective project management and client interaction.

CORE MANAGEMENT TEAM CO-LEAD   Noida, UP
Data Science Club, Amity University   October 2022- March 2023
- Enhanced team management and event planning skills through hands-on experience.
- Hosted an offline event with 50+ participants and coordinated with different teams to ensure successful event execution.

PROJECTS

SNAKE GAME   October 2023
- Designed and Implemented a Program for a Snake Game using OOPS, designed classes for the snake, food and game mechanics.
- Implementing Graphical output with SFML library

URL SHORTENER   May 2024
- Developed a URL Shortener using NodeJS and ExpressJS, implemented RESTful APIs, integrated MongoDB for storage, and optimized URL lookup efficiency.

WATER QUALITY MONITORING SYSTEM   August 2024
- Designed and preprocessed datasets, then trained and evaluated ML models like Linear Regression, Decision Tree, KNN, and SVM to predict water quality indices.

ACTIVITIES

- Athletics Team of my Department (Oct 2022- Present)
- Problem Solving on LeetCode
- Researched on Digital Twins & Metaverse.

SKILLS

- **Coding Languages:** C++, Java, Python, JavaScript, NodeJs, Express
- **Database:** MongoDB
- **Tools:** Turbo C, PyCharm, Visual Studio Code, Jupyter, Postman