

Anubhav Jha

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EDUCATION

Vellore Institute of Technology <i>Bachelor of Technology in Computer Science and Engineering</i>	Aug 2023 – May 2027 Chennai, TN
IIT Madras <i>Bachelor of Science in Data Science and Applications</i>	Sep 2023 – Present Chennai, TN
DAV Senior Secondary School <i>CBSE XII - 87.4% Centum in Computer Science</i>	Apr 2021 – Mar 2023 Chennai, TN

EXPERIENCE

App Developer <i>Hack Club, VIT</i>	Sep 2024 – Present Chennai, TN
<ul style="list-style-type: none">Collaborated in a team of 4 to build a cross-platform mobile app using React NativeDeveloped an interactive quiz interface where users answer questions to receive location-based hintsImplemented QR code scanning to progress through real-world checkpointsUsed React Navigation and state management to enable smooth multi-step user flow	

PROJECTS

Vehicle Parking <i>Python, Flask, SQLite3, SQLAlchemy, HTML/CSS/JS</i>	Jun 2025 – Present
<ul style="list-style-type: none">Built a multi-user vehicle parking system with separate interfaces for admins and regular usersImplemented core features including booking, releasing, and tracking of parking spots across multiple lotsDesigned and developed dashboards for managing parking lots, parked vehicles, and registered usersDefined relational data models using an ORM to manage users, parking lots, and vehicles efficiently	
Leaf Classifier <i>Python, FastAPI, TensorFlow, HTML/CSS/JS</i>	Feb 2025 - Apr 2025
<ul style="list-style-type: none">Collected a dataset of 500 images across 10 distinct leaf types as part of a 4-member teamTrained two sequential image classifiers using Google's Teachable Machine for layered decision-makingHosted a custom leaf-description API built with FastAPI on Vercel for seamless integration and accessibilityFetches and displays the corresponding description and image URL based on the classified leaf type	
Custom OS Kernel with Bootloader <i>C++, x86 Assembly</i>	Oct 2024 – Nov 2024
<ul style="list-style-type: none">Developed a custom operating system from scratch with a C++ kernel and an x86 assembly bootloaderCreated a multi-stage bootloader menu that interacts via BIOS interrupts to load the kernelImplemented low-level I/O handling, memory-mapped screen output, and keyboard pollingDesigned a minimal shell with built-in commands and a basic login interface using direct video memory	
Mystery Maze <i>Java, AWT, Swing</i>	Jun 2024 – Jul 2024
<ul style="list-style-type: none">Built a Java-based desktop puzzle-adventure game with real-time strategy elementsImplemented AI enemy behavior, bomb mechanics, and destructible maze walls to enhance gameplayDesigned an algorithm for randomly generated levels combining exploration and problem-solvingSecured winner position in Game-A-Thon hosted by IIT Madras, organized in partnership with GMonks	
Report Card Generator <i>Python, MySQL, tkinter, fpdf2, pytz</i>	Oct 2022 – Dec 2022
<ul style="list-style-type: none">Developed a desktop app to ease the process of generating digital report card in the form of PDFsEmbedded a secret key combination to enter Developer Mode and modify the database configurationsEnabled rapid prototyping by adding an option to auto-populate the database with random test dataAdded support for 7 distinct color themes, allowing users to switch between them with a single button click	

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, Dart, HTML/CSS, JavaScript
Frameworks: React, Vue, Bootstrap, Flask, Flutter, React Native
Tools & Platforms: Git, Firebase, Supabase, Unity, Bash
Database & ORMs: MySQL, PostgreSQL, SQLite3, SQLAlchemy