

# Anukul Tripathi

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## EDUCATION

<b>Vellore Institute of Technology (VIT), Bhopal</b> <i>B.Tech in Computer Science and Engineering (AI/ML) (CGPA: 8.69)</i>	Bhopal, India Aug 2022 – Aug 2026
<b>Central Academy, Indira Nagar</b> <i>Senior Secondary Education (Class 12) — Percentage: 91.4%</i>	Lucknow, India Mar 2019 – Mar 2021
<b>Central Academy, Indira Nagar</b> <i>Secondary Education (Class 10) — Percentage: 93%</i>	Lucknow, India Mar 2017 – Mar 2019

## TECHNICAL SKILLS

**Languages:** Python, C/C++ , JavaScript, SQL(MySQL) .

**Web Dev:** HTML5, CSS3, JavaScript, React.js, Node.js ,Express js, ShadCn , Tailwind CSS .

**Technical Subjects:** OOPs, Machine Learning, Operating System, Computer Networks.

**Tools:** Postman, Chrome Dev Tools, Git, GitHub, Linux, Bash Scripting .

## PROJECTS

<b>HouseHunt</b>   <i>React, Material-UI, Redux Toolkit, SASS, Node.js, MongoDB, Git</i>	Feb 2025 – April 2025
<ul style="list-style-type: none"><li>Developed frontend for a full-stack property rental web application similar to Airbnb using React 18 and Material-UI</li><li>Implemented responsive user interface with React Router for navigation and Redux Toolkit for state management</li><li>Built interactive features including property search/filtering, drag-and-drop functionality, and date range selection</li><li>Collaborated with backend team to integrate REST APIs for user authentication, property listings, and booking system</li></ul>	
<b>Pet Health Management System</b>   <i>React, Leaflet, Python, AI, NLP, MySQL</i>	Aug 2024 – Jan 2025
<ul style="list-style-type: none"><li>Engineered a dynamic and user-centric frontend utilizing cutting-edge React architecture for enhanced user experience</li><li>Orchestrated Leaflet integration for sophisticated pet geolocation tracking with intelligent geofencing capabilities</li><li>Architected comprehensive health monitoring dashboards featuring automated alert systems and digitized medical record management</li><li>Enhanced application performance through advanced state management optimization and seamless API orchestration</li><li>Coordinated cross-functional collaboration with backend developers to deliver real-time data synchronization and robust system reliability</li></ul>	
<b>Pirate Rush</b>   <i>Python, Pygame, AI/ML, Procedural Generation, Game Physics</i>	Aug 2023 – Oct 2023
<ul style="list-style-type: none"><li>Architected a high-performance 2D platformer featuring a comprehensive level editor with real-time preview capabilities</li><li>Engineered intelligent enemy AI systems leveraging finite state machines and advanced pathfinding algorithms for adaptive combat mechanics</li><li>Constructed procedural generation engine delivering infinite replayability through algorithmic level creation and asset randomization</li><li>Optimized game engine performance with efficient physics simulation, frame-rate optimization, and precision collision detection systems</li><li>Crafted immersive user interface with polished visual design and intuitive control schemes to maximize player engagement</li></ul>	

## ACHIEVEMENTS & CERTIFICATIONS

**2nd Runner-Up** among 100+ teams in Health-Tech AI Hackathon at SPIRIT'25, IIT (BHU) Varanasi ([Certificate](#))

**TCS CodeVita Season 12** – Ranked 4117th out of 100,000+ participants globally ([Certificate](#))

**HTML, CSS, and JavaScript Certification** – Johns Hopkins University **Coursera** ([Certificate](#))

**NPTEL Certification** – Privacy and Social Media

**Competitive Programming** – Solved 400+ problems with 85% success rate on LeetCode and GeeksForGeeks