Anurag Mishra

Github | Linkdin | Portfolio | Email | Contact

SUMMARY

I am currently pursuing B.Tech in Internet of Things at Madhav Institute of Technology and Science, Gwalior. My aggregate CGPA is 7.78. My interests lie in Competitive Programming, DSA, and System Design. . In addition, I've completed various Arduino based projects along with various Frontend projects. My web development tech stack includes HTML, CSS, JavaScript and MySQL. I'm proficient in programming with C++, and I also possess a foundational understanding of Python. I consider myself an enthusiastic learner and always strive to excel in any assigned task.

VOLUNTEER EXPERIENCE

GOOGLE DEVELOPENT STUDENT CLUB

I am working as a technical team member of Google Developer Student Club MITS. Where we conducted many technical workshops and events.

INDIAN SOCIETY FOR TECHNICAL EDUCATION

I am working as a technical team core member in ISTE student chapter MITS. Where we conducted multiple events such as E-summit, blockchain workshop etc.

PROJECTS

- **Arduino Learners Kit: The** Arduino Learners Kit serves as a comprehensive gateway into the world of Arduino and electronics. It offers a hands-on, immersive experience for students, providing them with the tools and knowledge to explore and create their own electronic projects.
- **Personal Portfolio Website**: HTML | CSS | JAVASCRIPT |Designed and developed an interactive portfolio website using React, showcasing my skills and projects. The website features a modern and responsive design. The project section presents GitHub links and demo for each project.
- **Bluetooth Controlled Car:** This project showcases an IoT-enabled car, designed using Arduino and operated via the HC-05 Bluetooth module. It demonstrates the power of embedded control systems, with electric motors responding to Bluetooth commands, offering a glimpse into the future of remote-controlled vehicles.
- **Maze Solver:** A Maze data structure implemented in C++ that makes use of graphs and four pathfinding methods. Memory efficiency is the goal of the data structure's implementation. The code can be readily modified to read and solve mazes in any format, such as those that are accessed through an image or a file. The following four pathfinding algorithms are used: Dijkstra, A*, Depth First Search, and Breadth First Search.

SKILLS

- LANGUAGES: C++, JavaScript, SQL, Python, Embedded C
- IT CONSTRUCTS: DS and Algorithms, OOPS, Operating System, DBMS, Computer Networks, System Design
- WEB DEVELOPMENT AND DATABASE: HTML5, CSS3, MYSQL, Bootstrap
- DEVELOPMENT TOOLS: Microsoft Visual Studio, GitHub

CERTIFICATION

Completed "Introduction to Generative AI " by Google
Participated in "Making Google Clown Workshop."
Completed "Introduction to Python" course by Coding Ninjas.
Completed "Data Structure and algorithms" course by Coding Ninjas.

EDUCATION

2022-Present	Bachelor's Degree at Madhav Institute of technology and science
2022	Class 12th C.B.S.E Board
2020	Class 10th C.B.S.E Board