Harsh Pandey

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EDUCATION

JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY
Btech Computer Science Engineering 7.5/10.0
2017-2021 | Noida, India

**INTERMEDIATE
AV BIRLA INSTITUTE**
2014-2016 | Nainital, India
Percentage 88.0

**HIGH SCHOOL
AV BIRLA INSTITUTE**
2004-2014 | Nainital, India
Percentage 93.1

LINKS

Stopstalk:// **HarshPandey**
LinkedIn:// **harshpandey014231168**
Codeforces:// **Harsh_jiit**
Codechef:// **harsh_7_pandey**
Hackerrank:// **harshpandeyjiit**
Hackerearth:// **harshpandeyjiit**
Atcoder:// **harsh07**

COURSEWORK

- Data Structures
- Algorithm and problem solving
- Operating System
- Object Oriented Programming
- Computer Networks
- Software Engineering Methods

CERTIFICATES

- Problem Solving Advanced Certifiction - Hackerrank
- Google Hash Code 2019
- IEEE SB JIIT Techblocks(Advanced C++ Mentor)
- DeepLearning: NumPy Stack
- Coursera: Front-End Development with Bootstrap4

SKILLS

- C++ • OOPS • Data Structures
- Algorithms • Android • Python
Familiar:
- MySQL • JAVA • HTML/CSS/JS

EXPERIENCE

TOPPR CODR | Content Strategist Intern
Course Design | Curriculum Scripting | Project Creation
- Worked as a member of the content strategy team that was responsible for designing the course as well as creating projects for the advance module
of students that are a part of their online curriculum.
Aug 2020- Sept 2020 | Remote

IEEE SB JIIT Advanced C++ Mentor
- Taught C++ (advance) to first year students in TECHBLOCKS 4.1, which included topics like LinkedLists, Stacks, Graphs and String Algorithms
Aug 2019 - Oct 2019

LAHORE OPTICAL | Web-App Development Intern
- Worked on optimisation and reconstruction of the company's existing website using Stacks like HTML/CSS and Facebook and Instagram API.
May 2020 - July 2020

HACKEREARTH | Individual Contributor
- Created multiple coding problems for Hackerearth's monthly Contest
2019 - Present

PROJECTS

INTERNET INDEPENDENT PAYMENTS SOLUTION [WIP]
TOOLS USED: Android
- Mobile Application to enable P2P payments in areas with no internet connectivity, with complete authorisation through back-end servers.

IMAGE SEGMENTATION USING FASTER-RCNN
TOOLS USED: Tensorflow.keras
- Developed a Deep Learning Model for detection of texts in the natural scene followed by extraction and recognition of all the texts.

THE TETRIS GAME
- The Tetris game using the stack data structure with musical background as well as colored backgrounds using Graphics Library of C++.

METRO RAILWAY SYSTEM
LANGUAGE USED: C++
- A simple model which works like DMRC,implemented using Dijkstra's Algorithm. Provides user with route and fare to destination.

ACHIEVEMENTS

- Global Rank #2 - Jetbrains Kotlin CodeQuest
- Global Rank #3419 and National #287 - Google Hash Code 2019
- Global Top 200 - Algorithms (Hackerearth)
- Global Rank #38 - April Long Challenge 2020 (Codechef)
- Global Rank #39 - June Lunchtime 2019 (Codechef)
- 5* (2103) - Codechef | Expert (1722) - Codeforces