diyansh Rao

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EDUCATION

SHOOLINI UNIVERSITY

B.Tech in Computer Science

Yogananda School Of Al and Data Science

CGPA : 8.14/10 June 2023 | Solan, HP

EURO INT SCHOOL

NON-MED

74.4 percent May 2019 | Rewari, HR

EURO INT SCHOOL

May 2017 Rewari, HR CGPA: 9/10

LINKS

Github:// diyanshrao LinkedIn:// diyanshrao LeetCode:// diyanshrao

COURSEWORK

UNDERGRADUATE

Data Structures and Algorithms
Operating Systems
Database Management Systems
Object-Oriented Programming
Computer Networks
Introduction to Artificial Intelligence
Natural Language Processing

SKILLS

PROGRAMMING

Over 5000 lines:

- Java C++ Next.js Javascript React
- Node.js DataStructures MongoDb Over 1000 lines:

AWS •CSS •MySqlC • • **SpringBoot**

•Express • Python

AWARDS

- GeeksForGeeks Placed **1st** on institutional ranking
- Hacker Rank **5 Star** and Completed ace the interview series of leetcode.
- Codechef 3 star
- successfully led and guided a team of 5 coders in building a startup website.

EXPERIENCE

GRADUP.IN | JUNIOR DEVELOPER

July 2023 - Current | Nodia, IN

- Developed web scraping and automation systems for data collection, resulting in improved data quality and increased sales.
- Created a scheduled task for daily database updates, ensuring data accuracy.
- Developed the **backend API** of the course video player, optimizing video streaming capabilities and reducing buffering time by 60%, resulting in an improved user experience.
- Implemented and integrated AI-powered **chatbot** chatling API into the company's website, Collaborated with cross-functional teams including marketing and sales to analyze data collected from the chatbot API.

GEEKSFORGEEKS |Backend Intern

Apr 2023 - JUN 2023 | Remote

• During the internship, I gained hands-on experience in developing web applications using Spring Boot, creating RESTful APIs, handling security, and optimizing performance. I am now equipped with valuable skills and knowledge to excel in software development, particularly in the Spring Boot ecosystem.

PROJECTS

C++ | Al based tic tak toe game

June 2014 - Sep 2014

- Developed a Tic Tac Toe game using C++ and the Minimax algorithm with backtracking
- Implemented an AI opponent that uses the Minimax algorithm to find the optimal move to make based on the current game state
- Demonstrated strong problem-solving skills and proficiency in C++ programming, algorithms, and data structures. Additionally, gained experience in teamwork, communication, and project management by collaborating with team members to plan, design, and develop the project.

NODE.JS PROJECT | YELP CAMP

- Designed and developed a web application using Express.js and MongoDB that allows users to search and discover nearby campgrounds.
- Utilized MongoDB to store and manage user data, including campground information and user reviews. Created a RESTful API to handle client-server communication and enable seamless integration with other applications.
- Implemented user authentication and authorization using **Passport.js** for secure access to the site's features. Optimized the website's performance and scalability by applying best practices in code design and database management.

SPRINGBOOT AND REACT | FACEBOOK CLONE

- A social networking platform developed with Spring Boot, React.js, Node.js, MongoDB, and MySQL.Replicates the functionality of Facebook.
- Delivers a familiar and feature-rich social networking experience akin to the renowned platform, **Facebook**. database management.