

TANMAY HINGE

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Website: <https://tanmayhinge.github.io>

EDUCATION

California State University, Chico | Master's in Computer Science

GPA: 3.6/4

Expected Graduation - May 2024

August 2022 - present

Chico, CA

Pillai College of Engineering | Bachelor of Engineering in Computer Science Engineering

◦ GPA: 7.65/10

◦ Core Team member Computer Society of India PCE.

July 2018 - June 2022

Panvel, India

EXPERIENCE

Workshop Instructor

April 2021 & April 2022

Pillai College of Engineering

Panvel, India

- Firstly, I Organized and conducted a workshop on C++ and Competitive Programming in 2022 for a group of 40 students in 2022 which resulted in giving them a strong foundation of C++.
- The workshop started with basics of C++ up to problem solving on coding platforms.
- More about the workshop at - <https://tanmayhinge.github.io/competitive-programming-workshop-1/>
- Secondly, Organized and conducted an online workshop on Game Development and OOP for a group of 20 students in 2021. Two projects were developed using the Unity Game Engine - A 3D level design and a fully working mobile game.
- More about the workshop at - <https://tanmayhinge.github.io/alegria-gamedev-workshop-1/>

Freelancing

Worked as a freelance Web and App Developer.

July 2020 to December 2020

- Created portfolio websites, CRUD based applications etc.
- Worked with clients via multiple freelance websites.
- This resulted in me learning a lot about project lifecycles and working with deadlines.

Workshop Instructor Intern

January 2019 - August 2019

Camp K-12

Mumbai, India

- Conducted multiple workshops on Web Development, App Development etc. over the course of 8 months.
- Conducted a remote workshop on App Development for a group based in Los Angeles, CA, USA where basic mobile applications were created.
- Created custom curriculums for students as well as submitted weekly reports to supervisors regarding the workshop activities.

PROJECTS

◦ **CP-DSA** ([GitHub](#))

My collection of Competitive Programming code along with many algorithms and data structures implemented in C++. Also contains code that I wrote for various competitive coding contests such as Google Hashcode, Codechef Long, Codeforces.

◦ **HoneyScript** ([Website](#) | [GitHub](#))

HoneyScript is a minimal python-like programming language built using JavaScript. It has its own context-free grammar. It has in-built arithmetic operations, lambda functions, console output, if conditions etc.

◦ **Cafe API** ([GitHub](#))

An API for a cafe created using Apollo-GraphQL server and MongoDB. Has basic CRUD (create, read, update and delete) operations.

◦ **React-Tailwind Template** ([GitHub](#))

A ready-to-use template for a React-Tailwind project which solves the complex steps of including Tailwind in React. 30+ stars on GitHub.

SKILLS

C++, Python, JavaScript, SQL, HTML, CSS | Git, GitHub | Linux, Windows | MS Office Suite, Google Workspace