

# HARSH TIWARI

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2K21/IT/74

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[Codechef](#) | [Codeforces](#) | [LeetCode](#)

## EDUCATION

<b>B. Tech (I.T.)</b>	2021-2025	Delhi Technological University, New Delhi (CGPA)	<b>9.02</b>
CBSE (Class XII)	2021	LB SHASTRI, RK PURAM New Delhi (25074)	95.6 %
CBSE (Class X)	2019	ADITYA BIRLA PUBLIC SCHOOL RENUKOOT UP (08586)	96.6 %

## ACADEMIC PROJECT

**LIBRARY-SYSTEM WITH FACIAL RECOGNITION AND TEXT-TO-SPEECH FUNCTIONALITY**-*Console-Based application* | Python, ML (libraries), PyCharm Professional, MySQL, pytxl 3 Project Link [Library-System](#)

- Allows for a 5-second reaction time at all times a user logs in using **facial recognition**.
- Takes advantage of **QR codes** in order to issue or return plenty of books 1 at a time.
- More than one individual may login, however preference has been assigned as **First Come First Serve**.

**A PROJECT PORTFOLIO WEBSITE BUILT WITH REACTJS AND TAILWIND BASED ON AN ANIME**-*A Website*

*regarding My Portfolio* | HTML 5, REACTJS, TAILWIND CSS

Project Link [MyPortfolio](#) Website Link - [MyPortfolio](#)

- Designed a **2D anime-themed** portfolio website using **ReactJS** and **Tailwind CSS** that is successfully deployed on **Netlify** to guarantee an error-free experience for users. The final result was an obvious rise in the level of engagement.
- Used React-Dom and React-Router to navigate between different pages with a **customized loading page** using the useEffect and useState functions with a loading time of 4 seconds.

**A 3D WAREHOUSE WRECKAGE GAME MADE USING UNREAL ENGINE AND BLUEPRINTS** – *an Executable Game*

*for Windows* | Unreal Engine, Blueprints Project Link [WarehouseWreakage](#)

- A 3D game created using **Unreal Engine** and **Blueprint** with **enabled physics**.
- A game similar to bottle shooter that allows players to launch a set number of balls (20) in an effort to topple some cans that have been put in a warehouse.
- Resets once all the balls have been utilized with a reset time of 2 seconds while employing built-in and custom functions to regulate the game's progression.

## TECHNICAL SKILLS

- **Programming Languages:** C, C++ 17, Python 3.0.
- **Development:** HTML 5, CSS, **Bootstrap**, **Tailwind**, **ReactJs**, **Blueprint Game Development**.
- **Tools:** Github, VS Code, PyCharm Professional, **Unreal Engine 5.2**, MySQL.
- **Academic Coursework:** Database Management System, Object Oriented Programming System, Operating System, Data Structures and Algorithms.

## POSITIONS OF RESPONSIBILITY

- Co-leader of SITE-DTU's department of technical expertise (Society of IT Engineers) [Certificate](#)
  - Organized and executed a transformative Web Development Hackathon, partnering with Alumni to cultivate student creativity and streamline processes, leading to a 50% surge in student participation.

## EXTRA-CURRICULAR ACTIVITIES AND ACADEMIC ACHIEVEMENTS

- Received SOF's Academic Excellence Scholarship for the Zonal Region of Uttar Pradesh and Uttarakhand in 2018 [Certificate](#)
- A guitarist, songwriter, and vocalist by passion.