Harsh Anand

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EDUCATION

Vellore Institute of Technology,vellore — June 2026
Bachelor of Technology(CSE) — *Current GPA: 7.47/10.0*

Sadar Alam Memorial Secondary School,Nalanda,Bihar — November 2021
12th Science,CBSE — *Percentage: 67.6*

Sadar Alam Memorial Secondary School,Nalanda,BiharCBSE — May 2019
10th,CBSE — *Percentage: 72.4*

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Discrete Math, Linear Algebra, Calculus, Physics, Probability & Statistics

Awards: Reliance Foundation scholar, AICTE-MathWork virtual Internship-2023(Get started with Artificial Intelligence)

SKILLS

Languages: C/C++, Python, Java, JavaScript, HTML/CSS,
Tools: Git/GitHub, VS Code, PyCharm, Linux(Basics),MathWorks

PROJECTS

Tic Tac Toe Game | *Tkinet(Python)*
- Developed a classic Tic-Tac-Toe game using Python, demonstrating proficiency in basic game development.
- Implemented game logic to handle player moves, check for win conditions, and declare the winner or a tie.
- Created an interactive command-line interface for an engaging user experience.
- Applied best practices in Python programming, including clean code, proper variable naming, and function usage.

Anand-Restaurants | *HTML,CSS,JavaScript*
- Developed a responsive restaurant website using HTML, CSS, and JavaScript, enhancing user experience with a modern and clean design.
- Implemented navigation and layout for multiple pages including Home, About, Menu, Offers, Reservations, and Contact.
- Styled components using CSS to create visually appealing sections such as special offers, testimonials, and introductions with attention to detail and consistency.
- Integrated social media links and contact information in the footer for better connectivity and user interaction.
- Optimized for responsiveness to ensure compatibility across various devices and screen sizes.

Snake Game | *Tkinet(python)*
- Developed a classic Snake game using Python, showcasing expertise in game development and problem-solving.
- Implemented game mechanics including snake movement, food generation, and score tracking.
- Created an interactive user interface using a command-line display for an engaging gameplay experience.
- Applied object-oriented programming principles to organize the game's structure and improve code maintainability.

- Enhanced the game's complexity with collision detection and increasing difficulty levels as the snake grows.

EXPERIENCE

Codechef Programming Club | *Member*
Involved in the club centered around Competitive Programming

VIT-Stellar | *Core Member*
Tutor of OpenRocket simulator