




# Harsh Narayan Jha

 <https://harshnj.is-a.dev>  
 <https://github.com/HarshNarayanJha>  
 [linkedin.com/in/harshnarayanjha](https://www.linkedin.com/in/harshnarayanjha)  
</> [leetcode.com/u/harshnarayanjha](https://leetcode.com/u/harshnarayanjha)

Darbhanga, Bihar,  
India - 846001

+91 9472611925

[harshnj1103@gmail.com](mailto:harshnj1103@gmail.com)  
[harshnj@proton.me](mailto:harshnj@proton.me)

## EXPERIENCE

### CoRider, Work From Home — *Software Development Engineer*

March 2025 - July 2025 (STARTUP)

Developed and maintained RESTful APIs using Python (Flask) and MongoDB, supporting key backend features and CRUD operations. Deployed and monitored backend services using AWS, collaborating with frontend teams for seamless integration.

## EDUCATION

### Birla Institute of Technology, Jharkhand — *B.Tech*

2023 - 2027

B.Tech in Computer Science and Engineering (CGPA: 9.04) – Expected 2027

- Coursework: Linear algebra, Discrete Mathematics, Operating Systems, Computer Architecture, Data Structures and Algorithms, Database

### Kendriya Vidyalaya No. 1 AFS, Darbhanga, Bihar — *10+2*

2016 - 2023

Senior Secondary/Higher Secondary Certificate (94.4% 10th and 90% in 12th)

- Coursework: Physics, Mathematics, English, Basic Computing, Python, SQL

## LANGUAGES

Python, JavaScript / TypeScript, C / C++, HTML, CSS, Java, Swift, Rust, Bash, Dart, Kotlin, GDScript, C#

## FRAMEWORKS

Django, Flutter, Node.js, React.js, Next.js, Svelte, Sveltekit, Vue.js, Nuxt.js, Tailwind, Express.js, Pandas, Numpy, React Native, Scikit-Learn, Keras, Tensorflow, Flask, Streamlit, Langchain, Langgraph

## TECH / TOOLS / WORKS

Firebase, GitHub, Supabase, Google Cloud, Blender, Unity, Godot, Adobe\*, Bun, AWS, MySQL, Postgres, MongoDB, Prisma, Redis, Bitbucket, Postman, Websockets, Arch Linux, Generative AI, AI Agents, Render, Blender, Android, iOS, Open Source Contributor

## SKILLS

Problem Solving  
Self Learning  
Machine Learning  
Artificial Intelligence  
AI Agents  
Web Development  
App Development  
Game Development  
System Design  
Open Source  
Firmware (Interested)

## AWARDS

**Harvard CS50x:**  
CS50's Introduction to Computer Science.  
Awarded from Cambridge, Massachusetts on completion of CS50.

### Fullstackopen

**Completion:**  
Awarded by the University of Helsinki on completion of 5 ECTS online course with grade 2

**Honorable mention in SWIFF:** The Honorable mention Letter for the animation short, "The Cycle", by the Student World Impact Film Festival

## PROJECTS

### KabuAI (<https://kabuai.onrender.com> | [HarshNarayanJha/KabuAI](https://github.com/HarshNarayanJha/KabuAI))

KabuAI is a smart and multi-agent AI assistant that helps you make strong stock market decisions. Made in Python using Langchain and Langgraph

Utilized: **Langchain**, **Langgraph**, **AI Agents**, **Python**, **System Design**, **Streamlit**

### SmartMed (<https://smartmed-wli7.onrender.com/> | [HarshNarayanJha/smartmed](https://github.com/HarshNarayanJha/smartmed))

A web application that helps doctors manage their patients, readings and reports with the help of AI, providing personalized insights and recommendations.

Utilized: **Next.js**, **Supabase**, **Google Gemini**, **Prisma**, **Tailwind**

### Insta Solve ([HarshNarayanJha/Insta-Solve](https://github.com/HarshNarayanJha/Insta-Solve))

A mobile app that helps students learn new things and solve their doubts. It leverages the Google Gemini API to solve and answer doubts. This app was a submission to the Google Gemini API Developer Competition.

Utilized: **Flutter/Dart**, **Hive**, **REST APIs**, **Google Gemini**, **Prompt Engineering**

### PYQNow (<https://pyqnow.netlify.app>)

A web app that helps students to quickly open Past Year Question papers, without wasting time and focus on solving papers right before the exam.

Utilized: **Vue.js**, **JSON**, **Prompt Engineering**, **Netlify**

### Marble Momentum (<https://harshnarayanjha.itch.io/marble-momentum>)

A physics puzzle game made in Godot Engine for the Shovel Jam 2025. Ranked **#145** overall out of 1157 entries from 54 ratings.

Utilized: **Godot**, **Level Design**, **Sound Design**, **GDScript**, **Game System Design**

### School Management ([HarshNarayanJha/School-Management-Project](https://github.com/HarshNarayanJha/School-Management-Project))

The de-facto School Management Project, with features like Marks entry and Result Card generation. A collaborative project with Abhijeet Sir!

Utilized: **Django**, **Python**, **Django REST API**, **PythonAnywhere**

## ACHIEVEMENTS

### Advent Of Code

<https://github.com/HarshNarayanJha/AdventOfCode>

Participated in Advent of Code without fail every year since 2022, using languages like Python, C++, Rust and my brain. Collected a total of 85 stars ★, with the best global rank of 322 last year.