

# Harshit Kandpal

129 Highland Ave, East Lansing, MI 48823 | [hkandpal944@gmail.com](mailto:hkandpal944@gmail.com) | (517) 944-6845 |  
<https://harshitkandpal.xyz> | <https://github.com/HarshitK150>

## SKILLS

Python, C, C++, Java, JavaScript, Vue, Flask, Google Cloud Platform (GCP), Docker, HTML, CSS, SQL (MySQL, SQLite), OOP, GUI Development (wxWidgets, Tkinter), Git, Linux

## TECHNICAL PROJECTS

Projects Page: <https://harshitkandpal.xyz/projects.html>

### Puzzle App

East Lansing, Michigan

*Technologies: Android SDK | Android API | Java | XML*

In Progress

- GitHub Repository: <https://github.com/HarshitK150/puzzle-app>
- Currently developing a mobile puzzle game for Android using Android API and Java, focusing on creating engaging gameplay mechanics
- Implementing XML for layout design and resource management to enhance user experience and performance
- Incorporating user feedback to iterate on features and improve overall functionality

### Portfolio Website

East Lansing, Michigan

*Technologies: Python Flask | HTML | CSS | JavaScript | Google Cloud | Docker*

February 2025

- GitHub Repository: <https://github.com/HarshitK150/harshitkandpal-portfolio>
- Developed a Flask website to showcase projects and skills, enhancing online presence
- Applied responsive design principles to ensure the website is mobile-friendly and cross-browser compatible for optimal user experience
- Integrated Google Cloud services for hosting and deploying the application, improving accessibility and performance
- Utilized Docker to create a consistent development environment and streamline deployment processes
- Implemented user-friendly navigation and interactive elements using JavaScript to engage visitors effectively

### Spartys Boots Game

Michigan State University, East Lansing

*Technologies: C++ | XML | OOP | GUI | Git | wxWidgets | CMake*

November 2024

- GitHub Repository: <https://github.com/HarshitK150/spartys-boots>
- Developed an interactive C++ game utilizing visitor design pattern to manage and update game objects, including Sparty, Beam, and Product
- Designed an efficient update mechanism for game objects and streamlined game performance
- Implemented XML to save and load level information for enhanced gameplay experience
- Focused on clean, modular code to facilitate future scalability and maintenance
- Collaborated in a team of 5, using GitLab for version control and Trello for project management

## HONORS AND AWARDS

- **Tau Beta Pi Engineering Honor Society:** Member
- **Honors College,** Michigan State University: Member
- **Dean's List:** Fall 2022–Fall 2024 (5 consecutive semesters)

## EDUCATION

**Michigan State University, College of Engineering**

East Lansing, Michigan

*Bachelor of Science, Computer Science, GPA 4.0*

May 2026

Major: **Computer Science**, Minor: Business

**High School Topper, A.P.S. SP Marg**

Lucknow, India

98.2%

May 2022

Related coursework: Computer Science, Physics, Chemistry, Mathematics and English