Anuraag Tandon

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○ GitHub Profile   in LinkedIn Profile

EDUCATION

•**Bachelor of Technology in Computer Science and Biosciences** *Aug 2023 - present*
Indraprastha Institute of Information Technology, Delhi CGPA: 7.33

•**Senior Secondary Education (Class XII), CBSE** *2021 - 2022*
Vishal Bharti Public School, Paschim Vihar Percentage: 89.2

•**Senior Secondary Education (Class X), CBSE** *2019 - 2020*
Vishal Bharti Public School, Paschim Vihar Percentage: 89.2

PERSONAL PROJECTS

•**Angry Birds Game Clone** *[GitHub]* *Sep 2024 - Nov 2024*
LibGDX, Box2D, Java 2 members

– Built a 2D game featuring physics-based slingshot mechanics, realistic collisions, and dynamic object interactions
– Multiple levels crafted with a tile-based editor, with seamless game state saving and loading through serialization

•**RISC-V Assembler and Simulator** *[GitHub]* *Feb 2024 - Apr 2024*
Python 4 members

– Built a assembler and simulator for RV32I (RISC-V), supporting all major instruction formats (R, I, S, B, U, J).
– Added error handling, test automation, and extended support for custom instructions (mul, halt, rst, rvrs).
– Simulated execution with real-time register and memory state tracking for accurate ISA emulation.

•**NowOnCampus - College Events Management** *[GitHub]* *May 2025 - June 2025*
HTML, CSS, JavaScript, Express.js, Node.js, SQL, MySQL

– Built a full-stack web app for managing college events with separate roles for admins and students.
– Enabled admins to create/edit/delete events, manage student accounts, and assign other admins.
– Allowed students to register for events and view personalized event calendars.

EXPERIENCE

•**GSSoC'25 Contributor** *Aug 2025 - Nov 2025*
GirlScript Summer of Code Online

– Contributed to open-source projects by fixing bugs, adding new features, and improving documentation.
– Collaborated with maintainers and peers using Git, GitHub, and Agile workflows.

SKILLS AND INTERESTS

Programming Languages: C, C++, Python, JavaScript
Frameworks/Tools: Swing, JavaFX, React.js, Node.js, Git, GitHub, VS Code, IntelliJ, VIM
Game Development: LibGDX, Box2D, Unreal Engine
Web Development: HTML, CSS, MySQL, SQL
Relevent Coursework: Algorithm Design and Analysis, Data Structures and Algorithms, Machine Learning, Multivariate Calculus, Linear Algebra, Probability and Statistics, Operating Systems, Computer Networks, Digital Circuits, Computer Organisations, Database Management Systems, Object-Oriented Programming,
Areas of Interest: Design and Analysis of Algorithms, Mathematics, Low Level Internals, Game Development
Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability

ACHIEVEMENTS

•Solved 200+ problems on Leetcode

•Achieved 9 and 10 grade points in 5 academic subjects

CERTIFICATIONS

•Software Engineering Intern [link] *Jun, 2025*

•Intro to Machine Learning [link] *Aug, 2025*

•Postman API Fundamentals [link] *July, 2025*