MAHARSH NAYAK

Github: maharsh_nayak | **LinkedIn:** Maharsh Nayak

Leetcode: Maharsh Nayak | **Email:** maharshnayak5@gmail.com

Code Chef: maharsh_nayak | **Mobile:** +919016752113

Education

- **Dharmsinh Desai University, Nadiad**

  Pursuing Bachelor of Technology in Information Technology (CPI: 8.63) 2023-2027

SKILLS

- Languages: C | C++ | Java | JavaScript | Assembly(8085, 8086)
- Frameworks and Libraires: Node.js | Express.js | React.js | Tailwind | EJS | AWT | Swing
- Tools: Git & Github | zsh | bash
- Databases: PostgreSQL | MySQL | MongoDB
- Soft Skills: Teamwork | Public speaking

PROJECTS

- **Inquiro – Exam Community Platform**
  Backend Developer | Duration: 2 days
  - Developed a platform where students can discuss and ask doubts about specific exams, with access to the latest announcements for their subscribed exams.
  - Built the backend architecture using **Node.js** and **MongoDB**, ensuring efficient data management and seamless communication.
  - Integrated **React.js** for the frontend, enabling an interactive and responsive user experience.
  - Improvements: Currently supports a single exam, with plans to expand for multiple exams and implement a **real-time chat room** feature for enhanced collaboration.
  - **Technologies:** React.js, Node.js, MongoDB, JavaScript
  - Live Website
  - GitHub repo

- **APSP Visualizer – Algorithm Learning Platform**
  Full Stack Developer | Duration: 2 days
  - Developed a website to **visualize the working of the All-Pairs Shortest Path (APSP) algorithm** through interactive and visually appealing animations.
  - Built the backend using **Node.js** for efficient data handling and the frontend with **React.js** for a dynamic user interface.
  - Enhanced the learning experience by providing clear, step-by-step visualizations of the algorithm's execution.

- Improvements: Include adding **visualizations for more algorithms and data structures** to broaden the platform's educational scope.
- **Technologies:** Node.js, React.js, JavaScript
- Live Website
- GitHub repo

- **Tic-Tac-Toe – CLI-Based Game**
  Solo Developer | Duration: 1 week
  - Developed a **command-line Tic-Tac-Toe game** in **C**, featuring a basic AI opponent that uses a **point-based scoring system** to make strategic moves based on the player's actions.
  - Implemented game logic with efficient move evaluation to **challenge the player** and create a competitive experience.
  - Future improvements include utilizing **different data structures** for move storage and integrating libraries to enhance the game's design and functionality.
  - **Technologies:** C
  - GitHub repo

CORE SUBJECTS

- Computer and Communication Networks
- Microprocessor Interfacing and Programming
- DSA
- DBMS

PARTICIPATIONS AND ACHIEVEMENTS

- **Junior Associate at Computer Society of India, Student Chapter DDU**
  - Selected from over 100 applications to join a dynamic team of 20 members.
  - Organized and facilitated technical events for the CSI Student Chapter at DDU.
  - Spearheaded the organization and execution of 10 technical events for the CSI Student Chapter at DDU, enhancing student engagement and increasing attendance by 40% while fostering collaboration among over 100 participants.
- **Two-star coder at CodeChef**: Achieved a two-star rating (1429) on CodeChef, demonstrating proficiency in competitive programming