

# NISHANT MAURYA

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## ABOUT ME = { BACKEND DEVELOPER, PROJECT MANAGER }

I am a second-year Computer Engineering student at Fr. Conceicao Rodrigues College of Engineering, Bandra West, with a strong interest in building practical tech solutions that solve everyday problems. I've been a finalist in all 12 hackathons I've participated in, winning 6 of them with my team, Team 4i. We've worked across various domains—technical and creative—and have also grown a strong presence on social media (@team.4i). I enjoy learning fast, working in tight-knit teams, and taking on challenges that push me to think critically and deliver real impact.

## TECH-STACK

- Python,
- Django, Langflow, Datastax
- Flutter(currently learning)
- Spring Boot
- Open CV, Numpy, Matplotlib,tkinter
- My SQL
- Firebase
- Javascript,html,css
- C programming
- Advanced MS Excel

## ACHIEVEMENTS

- Won our second hackathon (**Webathon organized by M.H Saboo Siddik College of Engineering**) on 8th August 2024. ([Click to view Webathon results](#))
- Team 4i secured second runner up spot in CODE ODYSSEY organised by KJ Somaiya college of institute.
- Finalists of [Medecro HealthHack 2024 organised by Medecro.ai](#).
- Team 4i secured 1st prize in **NIT Raipur Hackathon**.
- **SIH 2024 Finalists**
- Team 4i secured 3rd prize in QUASAR Hackathon organized by Vasantdada Patil college.
- Team 4i secured first prize in IKS edition of **Prakalp competiton organised by Fr. CRCE (GamiFied)**.

## EDUCATION

## PROJECTS

- [SplitKar](#) – Independently developing a full-stack expense-splitting app using Flutter and Django, with support from AI-assisted development tools to boost productivity and maintain clean architecture. Designed to simplify group expense tracking, it includes Google Authentication, friend/group management, and a modern, youth-focused UI. USP being developed is a planned group wallet feature to enable pre-contributions and smoother settlements.
- Designed the entire **web gaming platform (GamiFied)** along with the database for **SIH 2024**, consisting of 6 web games. Also created **Samvidhan Setu** (inspired by Snake and Ladder) and HangMan game. Integrated all the web mini-games in different formats, developed by various individuals, into a **single platform** with a unified leaderboard.
- Working on **MentorConnect**, a platform that digitizes the entire mentoring process, eliminating the burden of handling and storing offline paperwork and provides in depth student analysis for a department.**Currently used by computer engineering department of the Fr.CRCE**.
- Created **LapShare (available for windows and mac)** which allows you to share your files directly through your local directory without increasing your storage on other devices/platforms.
- Developed a **Spring Boot project** utilizing **three APIs** for real-time route optimization and visual insights. Implemented features like smart routing with traffic updates, interactive visual mapping, and time-saving route comparisons. **Integrated OpenCage for geocoding, OpenRoute Service for traffic data, and Leaflet.js with OSRM for map visualization.**
- MedSafe – A unified health platform connecting hospitals, doctors, and patients to improve healthcare delivery and engagement. Built with real-world feedback from medical professionals and successfully pitched to **100x.vc**.

EXAMINATION	BOARD\UNIVERSITY	SUBJECT	SCORE
<u>B.E (SECOND YEAR)</u>	<u>Fr. Conceicao Rodrigues College of Engineering, Bandra(W)</u>	<u>CE</u>	<u>9.2</u>
<u>MHT CET</u>	<u>Maharashtra</u>	<u>PCM</u>	<u>97.57%ile</u>
<u>H.S.C</u>	<u>Queen Mary's Junior college, Mira Road(E)</u>	<u>PCM</u>	<u>89.33%</u>
<u>S.S.C</u>	<u>Holy Cross Convent School, Mira Road(E)</u>	-	<u>83.80%</u>