

# Shiva Raghav

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## EDUCATION

**Indian Institute of Information Technology Bhopal, India**

*Bachelor of Technology in Computer Science and Engineering*

**Bhaktivedanta Gurukula and International School, Mathura**

12th Board

10th Board

**November 2022 - June 2026**

**CGPA: 9.46** (upto 3rd Sem)

**95.75%**

**97.60%**

## EXPERIENCE

**Executive - Competitive Programming Team, Codame, IIIT Bhopal**

**November 2023 - Present**

- **Mentored** over **200** juniors and hosted **5+ contests** to **promote** coding and logical reasoning, creating a **competitive** coding environment
- **Spearheaded 10+ coding culture initiatives** within a **12-member team**, driving a **300% increase** in student participation and engagement in **coding workshops and hackathons**, fostering **innovation and collaboration**

**Teaching Assistant – IIIT Bhopal**

**July 2023 - December 2023**

- Facilitated **academic success** for over **100 students** by creating tailored lesson plans, leading **interactive** study sessions, and utilizing **innovative** teaching methods to improve class performance by 20%
- Engaged in **coursework** and implemented **5+ hands-on projects** that increased students' interest in the subject

## PROJECTS

**DenZen** | [Link](#) | [GitHub](#)

**Skills Acquired-** HTML, CSS, JavaScript, React JS, Material UI

- Integrated **hooks** to enable local storage of user work, creating an **asynchronous** coding environment
- Hosted **live server** on the same page, showing output within 1 second
- Conceptualized **browser-based code editor** which supports coding in all 3 web development languages

**Candy Crush Saga** | [Play](#) | [GitHub](#)

**Skills Acquired-** HTML, CSS, JavaScript

- Innovated **interactive** web elements using 10+ **complex JavaScript methods**, enhancing **user satisfaction**
- Implemented **drag-and-drop** functionality to allow users to interact with the **game grid**, **facilitating intuitive** and engaging gameplay
- **Created** algorithms to **detect and handle** matches of 3 or 4 candies, updating game state and user score in **real time**

**Textify** | [Link](#) | [GitHub](#)

**Skills Acquired-** HTML, CSS, JavaScript, React JS, Material UI

- Engineered a feature enabling users to **compose and record** text based on specific requirements, **enhancing** user experience, and provided a favicon to improve UI and authenticity
- Developed with more than 10 features like **copy**, **print**, **count** the number of words and characters, and calculate required reading **time** in minutes

## SKILLS & INTERESTS

**Programming Languages/Concepts:** C++, Java, HTML, CSS, JavaScript, MySQL, Data Structures and Algorithms (DSA), Object Oriented Programming (OOP), Database Management System (DBMS)

**Frameworks/Technologies:** Git, GitHub, Bootstrap, VS Code, Google Colab, Netlify, React JS, Material UI

## ACHIEVEMENTS & ACTIVITIES

- Attained the status of **4-star** coder on **CodeChef** (highest rating - **1894**) and **Specialist at Codeforces** (highest rating - **1503**)
- Tackled **900+ DSA & CP questions** on various platforms like [LeetCode](#), **CodeChef**, **Codeforces**, [Code Studio](#)
- Achieved a **rank 106** in Starters 114, and a **rank 160** in Starters 138 in CodeChef **Div 2**
- Secured a **global rank of 898** out of **43,000** participants in **Codeforces** round 929 div 3
- **Topped Mathura district** in **CISCE Board Examinations** in both **10th and 12<sup>th</sup>**