

TANISH SRINIVASAN

B.E. - Computer Engineering

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2022 - 2026

2022

2020

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BRIEF SUMMARY

A Computer Engineering graduate with a strong interest in web development and a passion for creating intuitive and efficient digital solutions. I have hands-on experience working on academic projects using foundational web technologies and frameworks, with a focus on improving functionality and user experience. My programming skills include a basic to moderate understanding of Python and C++, which I am actively working to strengthen. As a quick learner and dedicated individual, I am eager to expand my knowledge, take on challenging roles, and contribute meaningfully to innovative development projects. My goal is to grow as a professional while delivering impactful results in the field of technology.

KEY EXPERTISE

Html, Css, Java Script, Python

EDUCATION

SIES Graduate School of Technology

B.E. - Computer Engineering | CGPA: 7.17 / 10

ROYAL JUNIOR COLLEGE, Dombivli

12th | MSBSHSE | Percentage: **67.17** / **100**

OMKAR ENGLISH MEDIUM SCHOOL, CBSE, Dombivli

10th | CBSE | Percentage: **83.80** / **100**

PROJECTS

Society Administration Platform.

Mentor: Rasika Malgi | Team Size: 4

Key Skills: Mern Stack

The Society Administration Platform, developed using the MERN stack (MongoDB, Express.js, React.js, Node.js), is a comprehensive web-based solution designed to streamline the management of residential societies. It integrates essential features like member registration, payment tracking, complaint management, and event scheduling into a unified platform.

The project leverages React.js for building dynamic and user-friendly interfaces, Node.js and Express.js for efficient backend operations, and MongoDB for secure and scalable data storage. By providing real-time updates, role-based access control, and intuitive navigation, the platform simplifies administrative tasks, enhances communication among members, and ensures the smooth functioning of society operations.

Minmax algorithm based Chess game.

17 Jan, 2024 - 29 Apr, 2024

17 Jul, 2023 - 29 Oct, 2023

26 Jul, 2024 - 29 Oct, 2024

Mentor: Prachi Shahane | Team Size: 2

Key Skills: Python, Py game, Tkinter

A Minimax Algorithm-Based Chess Game uses the Minimax algorithm and alpha-beta pruning to create an intelligent, competitive chess opponent. The chessboard is implemented using Python and employs data structures like matrices for game state representation. The algorithm evaluates potential moves, predicting the opponent's responses to select the optimal strategy.

Key features include legal move validation, special moves like castling and promotion, and a scoring system for board evaluation. With an interactive GUI built using libraries like Pygame or Tkinter, the game provides an engaging user experience while showcasing strategic Al-driven gameplay.

Minesweeper game using Python.

Mentor: Prachi Shahane | Team Size: 2

Key Skills: Python, Py game, Tkinter

Developed a MindSweeper game using Python, applying strong problem-solving skills to design game mechanics. Utilized Tkinter for GUI development, enabling smooth user interaction with event handling and grid generation. Focused on optimizing code for efficiency and debugging to ensure a functional and engaging gaming experience.

ASSESSMENTS / CERTIFICATIONS

Python bootcamp from zero to hero.

Key Skills: Python

Completed a comprehensive Python Bootcamp on Udemy, covering programming fundamentals, hands-on projects, and advanced Python concepts, enabling practical coding expertise.

C++ complete bootcamp.

Key Skills: Object-oriented programming, STL, problem-solving.

Completed a C++ Bootcamp by Let's Upgrade, covering foundational concepts, advanced features like object-oriented programming, data structures, and efficient problem-solving techniques, with hands-on coding practice.

PERSONAL INTERESTS / HOBBIES

Photography

PERSONAL DETAILS

Gender: Male Date of Birth: 03 Nov, 2004

Marital Status: Single Known Languages: English, Tamil, Hindi, Marathi

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