TANISHA GUPTA

Student Developer, Programmer

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https://github.com/Tanishagupta17 https://leetcode.com/tanishag111

EDUCATION

B.Tech in Computer Science and Engineering

Netaji Subhas University of Technology

2026 Delhi, India

- CGPA: 7.81

Secondary Education

Shri Gulab Rai Montessori School

2022 Bareilly, Uttar Pradesh

- Class XII - 91.4%
- Class X - 97.4%

EXPERIENCE

Data Visualization using AI tools

IBM Skillsbuild

Dec 2023 – Jan 2024 Delhi, India

- Leveraged advanced AI-powered data visualization tools such as Sweetviz, Dtale, and Python libraries like Matplotlib and NumPy to create interactive and insightful visualizations.
- Analyzed complex datasets to extract meaningful patterns, trends, and correlations..

Open source contributor

GirlScript Summer of Code 2023

May 2023 – July 2023 Delhi, India

- Worked on multiple projects that used a variety of tech stacks like Python, JavaScript, CSS.
- Implemented new functionalities, resolved issues, and optimized codebase efficiency.

TECHNICAL SKILLS

Software Languages

- Java, Python, C, HTML , CSS, JavaScript

Programming

- Data Structure and Algorithms

Database languages

- MySQL

Operating System

- WINDOWS 7 / 8 / 10 / 11

Computer Application

- MS OFFICE, MS EXCEL, MS WORD

PROJECTS

Portfolio

- https://tanishaportfolio1.netlify.app/
- Developed a dynamic and interactive portfolio website showcasing my skills, projects, and professional achievements using modern web technologies such as HTML, CSS, JavaScript.
- Implemented intuitive navigation and a clean, visually appealing layout to enhance user experience and accessibility.

Sorting Pathfinding Visualizer

- Developed an interactive project to find the shortest path between two tiles in grid and visualize sorting algorithms.
- Created engaging and educational visualizations for algorithms such as Bubble Sort, Quick Sort, Merge Sort, Dijkstra's Algorithm, BFS and DFS, providing users with a clear understanding of algorithms.

Snake Game

- Developed a fully functional Snake game using Python and Turtle graphics library, implementing core game mechanics such as snake movement, food generation, and collision detection.

Rock-Paper-Scissor Game

- Utilized object-oriented programming principles of JAVA to structure the game logic, creating classes for the game mechanics, user input, and result processing.

Netflix Clone

- Created an intuitive Netflix website, replicating key Netflix features such as a navigation bar, movie/TV show carousels, and detailed media information sections using HTML, CSS.

Webshooter

- Developed an interactive web game using HTML, CSS and Javascript and implemented dynamic gameplay mechanics including player movement, webshooting mechanics, enemy AI behaviors, and collision detection.
- Integrated visually appealing graphics, animations and sound effects to enhance immersion.

ACHIEVEMENTS

2nd topper in Class X

- Secured 2nd rank in school with 97.4% aggregate.

Dance competition winner

- Winner of dance competition held by Jaycees in Bareilly.

Art competition winner

- Winner of art competition held in Invertis University, Bareilly.