



TARUN JOSHI

FULL STACK ENTHUSIAST



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SUMMARY

Ambitious, hardworking and a passionate final year computer science student, Offering proficient programming skills in Java and C++ with decency in Full stack and Game development. Good knowledge of algorithms. An active listener and a quick learner.

TECHNICAL SKILLS

- **Programming languages:**
Java, Javascript, C++, C#
- **Web Technologies:**
ReactJs, NodeJs, express, HTML5, CSS
- **Data Management:**
MySQL, MongoDB
- **Platforms:**
Redhat, Windows, Unity/Unreal game engine.

CERTIFICATES

- **NodeJS** | Coursera | Apr '23
- **ReactJS** | Hitbullseye | Jan '23
- **Unreal Game engine** | Udemy | Oct '22
- **Problem Solving** | HackerRank | Oct '22
- Certificate of participation | **Tech-a-thon** | Sept '22
- **Data Structures & Algorithms** | GFG | Jun '22
- **Coder combat** | GFG | Apr '22
- **C++** | Udemy | Apr '22

POWER SKILLS

- Comfortable working in a team of known individuals.
- Imaginative and empathetic.
- Feels for others and focused.
- Works independently in a structured manner.

CO-CURRICULAR ACTIVITY

Participated in **Ineuron** 24 hour hackethon | Sept '22

PROJECTS

Weather forecasting website

Jan '23

Domain: Web Application | **Technologies:** ReactJs, NodeJs, Express, MongoDB

- Built a weather forecasting website to predict next 7 days weather forecast using APIs.
- Used GeoDB and weather API to fetch data of the weather and displayed as needed.
- Learnt to fetch and manipulate data from online API's.
- Worked with Cascading style sheet to make it responsive.
- Used multiple Modules like nodemon, cors, dotenv, mongoose.

Bubble sorting and Binary search visualizer

Sep '22

Domain: Web Application | **Technologies:** HTML, CSS, JavaScript

- Built a Sorting and searching visualizer to understand the working of algorithms and visualize them.
- Used Javascript functions to perform different tasks like sorting, searching and reset button.
- Learnt the use of Javascript functions and transitions to boost by development journey.

First person controller and racing game

Feb '22

Domain: Unity | **Technologies:** C#

- Built the games using unity editor to model characters and scenes.
- Coded the C# code for the functionality of the game.
- Created 3D environment in the game using probs and models.
- Hands on experience on platforms like unity.

ACHIEVEMENTS

- Certificate of Achievement **ICPC-2021**.
- 3 Stars and 1792 Rating on **Codechef**.
- 1296 and Pupil on **Codeforces**.
- 6 Star Rating in Problem solving on **HackerRank**.
- 280+ Questions solved on **leetcode**.

EDUCATION

B.Tech. in Computer Science and Engineering (Hons.)

Jul '20 - May '24

Lovely Professional University | Phagwara, IN

CGPA :- 7.86 (Sem VI)

Intermediate

Jun '18 - Mar '19

DAV Public School | Panipat, IN

Percentage :- 72.2%