


# Tarush Tarang

Currently pursuing a B. Tech in Computer Science and Engineering with no work experience, Eager to apply what learned in a practical work environment.

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[LinkedIn](#) 

[Github.com](#) 

## EDUCATION

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Siksha 'O' Anusandhan University (ITER)  
Bachelor of Technology in Computer Science Engineering

09/2021 – Present  
CGPA - 7.41

D.A.V. Public School  
12<sup>th</sup> grade with Physics, Chemistry, Mathematics

2020 - 2021  
59.6%

D.A.V. Public School  
10<sup>th</sup> grade with Science, Social Science, Mathematics

2018 – 2019  
57.2%

## PROJECTS

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My Portfolio Project ([Link](#))

- Responsive Design: Media queries and flexible layouts were used for an uninterrupted display on all gadgets.
- Interactive Elements: Hover effects and a responsive, intuitive navigation menu improved the user experience.

911 Calls Data Capstone project ([Link](#))

- *911 Calls Analysis*: Analyzed 911 call data using Python to identify trends, top call reasons, and temporal patterns.
- *Data Visualization*: Created visualizations like heatmaps and count plots to enhance insights from emergency call data.

Sports-Analytics ([Link](#))

- Utilized Pandas, Seaborn, and Matplotlib to analyze the performance of NBA players at a more detailed level.
- Used K-Means to develop clusters that would enable identification of player performance groups for strategic directions.

Client-Server Game - Tic Tac Toe ([Link](#))

- Designed and implemented a client-server Tic Tac Toe game for real time multiplayer interaction.
- Utilized networking protocols, input validation, and game logic to ensure fair gameplay.
- Showcased strong programming skills and creativity in project execution.

## Technical SKILLS

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**Language:**

- Python, HTML, CSS

**Libraries/Frameworks:**

- NumPy, Pandas, Seaborn, Matplotlib

**Elementary Knowledge:**

- Java, C

**Database:**

- MySQL

**Relevant Coursework:**

- Data Structures, Algorithms, Object-Oriented Programming, Operating System, Computer Network

## CONCEPTS

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- Object Oriented Programming
- Computer Networking
- Operating System

## CO – CURRICULARS

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- Photography