


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

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

09/2021 – Present
CGPA - 7.39

D.A.V. Public School
12th grade with Physics, Chemistry, Mathematics

2020 - 2021
59.6%

D.A.V. Public School
10th grade with Science, Social Science, Mathematics

2018 – 2019
57.2%

PROJECTS

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.

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.

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.

Technical SKILLS

Language | Python, HTML, CSS

Elementary Knowledge | Java, C

Database | MySQL

Relevant Coursework | Data Structures, Algorithms, OOPS , Operating System, Computer Network

CONCEPTS

- Object Oriented Programming
- Computer Networking
- Operating System

CO – CURRICULARS

- Photography