

VISHARD MEHTA

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EDUCATION

Thapar Institute of Engineering and Technology, Patiala
B.Tech - Computer Science and Engineering - CGPA - 8.73

2023 – 2027

Patiala, Punjab

B. N. D. Senior Secondary School , Hoshiarpur
(Class XII – 2022)- 98.6%

2020 – 2022

Punjab

PROJECTS

Pullwise – Dev Insights Platform ↗ | *TypeScript (React.tsx), Node.js, PostgreSQL*

Jan 2026

- Developed a full-stack developer productivity platform that tracks GitHub repository activity, improving visibility into contributions and PR performance by **70%**.
- Designed optimized Node.js + PostgreSQL APIs to aggregate repo metrics with real-time sync, achieving average response times under **200ms**.
- Engineered a modular React front-end with reusable components, reducing UI bugs by **40%** and cutting long-term maintenance overhead.
- Implemented automated GitHub workflows for continuous repo synchronization, supporting **100+ weekly updates** with zero downtime.

Road Sign Detection ↗ | *Python, YOLOv8, Roboflow, PyTorch*

Sept 2025

- Trained a custom YOLOv8 model on a Roboflow traffic dataset consisting of 3530 training, 801 validation, and 641 test images.
- Achieved mAP@0.5 = **81%**, Recall = **96%**, and Precision = **60%**, indicating strong object coverage with some false-positive detections.
- Developed a GPU-accelerated pipeline in Google Colab, reducing training time by **40%** through batch size and learning rate tuning.
- Created a real-time OpenCV app processing **30 FPS** video to detect and classify traffic signs.

StateSpace AI ↗ | *Python, Pygame, Grid-based Game Logic & Algorithms*

Nov 2024

- Built a grid-based arcade game using Pygame with joystick integration and real-time AI behavior achieving **60 fps** gameplay.
- Implemented A*, BFS, Hill Climbing, and Reactive AI, reducing pathfinding latency by **15 ms**.
- Optimized game logic with search algorithms, priority queues, and real-time decision-making, enhancing both performance and challenge robustness, resulting in **40% improved pathfinding efficiency**.
- Processed a structured game loop and grid-based maze system, managing events and movement efficiently.

TECHNICAL SKILLS

Languages: C, C++, Python, JavaScript, NoSQL, SQL, R

Technologies/Frameworks: ReactJS, NodeJS, Git, GitHub, PostgreSQL, MySQL

Data Science / ML: Scikit-learn, TensorFlow, OpenCV, Pandas, NumPy, Power BI, Tableau

POSITIONS OF RESPONSIBILITY

Microsoft Learn Student Chapter

November 2023 – May 2025

Executive Member — Core — Event Coordinator

Patiala, Punjab

- Managed and executed the technical infrastructure for Makeathon 6 and HackSpire, engaging 2000+ participants and coordinating real-time deployment for smooth event operations.
- Spearheaded sponsorship outreach, securing brand partnerships and boosting event reach by **45%**.
- Led collaboration across 5+ cross-functional teams and guided 10+ programmers in intelligent systems practices to ensure high-quality, on-time project delivery.

ACHIEVEMENTS

Excellence in Academics — **National Award** (FAP Punjab)

Solved 200+ coding problems on LeetCode and 300+ contributions on GitHub.

Flipkart GRID National Semi-Finalist ↗

2× Kaggle Expert — Top 200 Global Rank