

# Aditya Garg

Student, Computer Science and Engineering

in [LinkedIn](#)

[Portfolio](#)

[Git Hub](#)

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Kanpur, Uttar Pradesh

## Education

### B.Tech in Computer Science and Engineering

The LNM Insitute of Information Technology, Jaipur

December, 2021 - Present

Currently in 5<sup>th</sup> Semester

CGPA : 8.02 (till 4<sup>th</sup> Semester)

**Relevant Courses :** Data Structures and Algorithms, IDBMS ( MySQL ) , Design and Analysis Algorithms , Advanced Programming ( OOPs in Java )

### Class XII

Sir Padampat Singhania Education Centre, Kanpur

April, 2019 - May, 2020

First Division with 95+ percentage.

### Class X

Sir Padampat Singhania Education Centre, Kanpur

April, 2017 - May, 2018

First Division with 97+ percentage.

## Projects

### Portfolio Website

July, 2023

Used HTML, CSS and plain JS ( Vanilla JS ) to create a fully responsive website, and integrated Google Firebase to collect responses from visitors who want to connect with me using Contact Form. It is well packed with animations as well.

[Github Repository](#)

[Portfolio Website](#)

### Technologies Used :

HTML | CSS | Vanilla JS ( Javascript ) | Firebase | Github

### Game Automation Using Python

May, 2023

With Python as programming language, this Game Automation script is made to automate several tasks which user must otherwise perform manually.

After the script starts, it waits for a space key input to set in running state.

Then the user must set 5 initial touch-points & initial storage variable afterwhitch script's automation takes over.

Image Detection using OpenCV is responsible for detecting what is current state in the dynamic game environment.

Pyautogui library is then used to create mouse inputs to control the game.

[Video Demonstration \( Youtube link \)](#)

[Github Repository](#)

### Technologies Used :

Python | Image Detection ( OpenCV ) | Github

## Experiences

### Competitive Programming Lead

Google Developer Students Club, LNMIIT

July, 2022 - Present

Joined in July, 2022 as Core Member of the domain, became Problem Setter for in-house contests hosted on various platforms. With my team and position as GDSC CP Lead, I organised various flagship events

"CodeRush with AlgoUniversity", "CodeKaze by Coding Ninjas", "CodeConnect by GDSC, LNMIIT",

"Coding Bootcamp (week-long programming contests) by GDSC, LNMIIT"

## Skills

C++

Data Structures and Algorithms

Problem Solving

Python

React JS

HTML

CSS

Vanilla JS (Javascript)

MySQL

GitHub

OmnetPP (Computer Networks)

Java (OOPs)

Firebase

## Achievements

- Secured Global Rank #373 in Google Kickstart 2022.
- Specialist on Codeforces with rating 1509.
- Secured Global Rank #343 in Codeforces 836 (rated only)
- Practiced 700+ problems on Codeforces (including both accounts)

## Coding Profiles

[Codeforces \(Specialist\)](#)

(Primarily Tournament Oriented)

[Codeforces \(Primarily Practice Oriented\)](#)

[Codechef \(3-Stars\)](#)

[Leetcode](#)

[GeeksForGeeks](#)