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## Game Automation using Python

A game bot is developed in python which performs repeated tasks on behalf of the user. The game automated here is "Hay Day" (by "supercell") and deployed image detection to analyze current game status for which I relied on OpenCV and used "TM\_COEFF\_NORMED" algorithm as it was best suitable for my task of finding image on mostly uniform environment to scan for. Also, "pyautogui" library was used to create mouse input events which were necessary to control the game.

## Education

The LNM Institute of Information Technology at Jaipur | December 2021 - Present

- What I got to learn :-

- Data Structures and Algorithms ( C/C++ )
- Database Management ( SQL )
- Computer Networks ( Omnetpp , LINUX )
- Operating Systems ( C/C++ )

Sir Padampat Singhania Education Centre at Kanpur | March 2019 - March 2020

Completed successfully with a 95+ percentage score

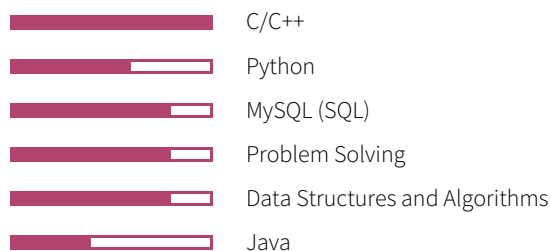
## Professional Experience

I am in-charge of my team.

Successfully Conducted a Intra-College Coding Competition with AlgoUniversity.

Actively working to hold bigger tournaments with different partners across the country.

## Key Skills



## Accomplishments

Secured Global Rank of 343 in CodeForces Round 836

Secured a Global Rank of 373

## Kickstart 2022