# Arihant Jain

Pre-Final Year IT Student at IIIT Gwalior
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## EDUCATION

**IIIT GWALIOR**
Integrated Post Graduate
B.tech + M.tech in Information
Technology
Pre-Final Year student (2017-2022)

## LINKS

Github:// **arihantjain8118**
LinkedIn:// **arihant-jain-757646165/**
Hackerrank:// **arihantjain8118**
CodeChef:// **arihantjain18**

## SKILLS

**Programming**
C++ • C • Python •Data Structures
•Algorithms
**Development & Deployment:**
HTML • CSS • React.js •Node.js
•Django •Github •Express •Mongodb
•PostgeSql •Heroku •Vercel •MySql

## COURSEWORK

Computer Programming
Object Oriented Programming System
Data Structures & Algorithms
Operating Systems
Cloud Computing
Web Architecture System
Computer Networks
Machine Learning

## POSITIONS OF RESPONSIBILITY

**Coordinator** - Aurora'20, Cultural fest
**Head of Hospitality** - Infotsav'19
**Event Executive** - TEDxABVIIITM -2018

## ACHIEVEMENTS

- Highest rating on Codechef : **1936 (4 star)**
- **6 Badges** in Problem Solving on HackerRank
- **Secured 2nd rank** in AASF-ICPC (Intra College Coding Competition
- Got **100 out of 100** in Mathematics in Class XII Board exams

## EXPERIENCE

**PROSPERITY JUNCTION** | Web Developer Intern
June 2020 – July 2020
- Developed the user interface for a platform where the online exams can be conducted
- Created the feature to add exam, add mock papers, add questions to the mock papers, and attempt the exam
- A user attempting the exam can not change the tab or window, if he does anyways, the exam will be over
- Technologies used : **ReactJs, NodeJs, Express, MySql**

**CODECHEF** | WorkShop Facilitator Intern
May 2018 – June 2018
- Codechef is an online competitive programming platform
- I successfully played my role as workshop facilitator for School students which aimed at introducing them with computer programming
- Introduced school students with problem solving algorithms and applications of programming in real world
- Programming Language used : **Python**

## PROJECTS

**CHESS WITH CHAT** | Web App
- It is a multiplayer online chess game
- A user can create unique link of a chess game and send it to a friend
- Synchronization of moves using **Web Sockets**
- Players can video call while playing chess
- Technologies used: **React.js, Node.js, Socket.io, WebRtc, Simple-Peer,Chess.js**

**RAILWAYS TICKETING SYSTEM** | Web App
- It is a dummy website for reserving tickets in a train. One can cancel and check status using PNR
- It also maintains a waiting list and confirms the ticket subject to availability
- User verification and e-ticket is send through email
- It shows the others possible routes along with straight route using **BFS Algorithm**
- Technologies used: **Django, Sqlite, HTML, CSS, JavaScript**

**GUEST HOUSE BOOKING** | Web App
- It provides a platform to book a room in Guest House
- The booking of a room is subject to availability of rooms
- Used Redis and Celery for performing asynchronus tasks
- Technologies used: **Django, MySql, HTML, CSS, JavaScript, Redis, Celery**

**TWITTER SENTIMENT ANALYSIS** | Web App
- Built using Django and Tweepy(Twitter API)
- It gives the percentage of users' sentiments (Positive, Negative , Neutral)on a topic
- Technologies used : **Django, Tweepy, HTML, CSS, JavaScript**