

# ARYAN KESHARWANI

+91 6267111227    aryankesharwani142004@gmail.com    Aryan Kesharwani

## Education

**Indian Institute of Technology, Patna**

*Bachelor of Technology in Computer Science*

**Nov. 2022 – May 2026(expected)**

*CGPA: 9.22*

**St. Joseph Convent Sr. Sec. School, Sagar,MP**

*Central Board of Secondary Education*

**Jun. 2014 – May 2022**

*Percentage: 94.6%*

**Spicer Higher Secondary School, Pune,MH**

*Indian Certificate of Secondary Education*

**Jun. 2008 – May 2013**

*Percentage: 92%*

## Accomplishments

**Expert** on **Codeforces** with max rating **1728**. **Profile Link**.

**5 Star** **Coder** on **Codechef** with max rating **2031**. **Profile Link**.

Secured a global rank of **569** in **Codeforces Round 921(Div. 2)** among **18,000+** active participants.

Secured a global rank of **504** in **Codeforces Round 920(Div. 3)** among **14,000+** active participants.

Continuing a **Streak** of **400+** days on **Codeforces**.

Secured an All India Rank of **2060** out of more than **1.5** lakh candidates in **JEE Advanced 2022**.

## Projects

**Railway Mangement System**

**Source Code**

*Language: C*

- Designed a portal where users can Book ticket with their ticket generated with an unique pnr, can show and cancel their ticket with the pnr and mobile no. acting as a key and lock,
- Enhanced the ticket booking by showing seats placement of the bogie on the screen. A user can select his/her seat by entering the number (if it is not 0) they want. Once booked that particular seat is marked as 0 and one cannot select it again.

**Database Mangement System**

**Source Code**

*Language: HTML, CSS, JavaScript, MySQL*

- Designed a database project with form filling application allowing users to enter their data and with signup and login feature,
- At the Backend linked the data to a Database for saving and restoring form values.

**Debri Shooter Game to be played on VGA via DE1-Soc**

**Source Code**

*Language: C, C++*

- Designed an game in C which displays output on VGA screen and takes input via the DE1-Soc Board,
- With the help of push Buttons on the DE1-Soc player controls a cannon which fires bullets to prevent randomly generating blocks from touching the bottom. The game overs if the block touches the bottom of the screen. The Player's score is displayed on the 7-segment display in DE1-Soc Board.

## Skills / Relevant coursework

**Programming/Development Languages/Tools/Operating Systems:** C/C++, HTML, CSS, JavaScript, React JS, familiar with Object Oriented Programming (OOPs), Github, Windows, Linux.

**Courses:** Data structures and Algorithms, Discrete Mathematics, Digital Systems, Demography, Complex Numbers, Linear Algebra (Optimization techniques), Software Lab and Tools, Database Mangement, Computer Architecture.

## Experience / Extracurricular

- Mentor** Currently Mentoring 15+ freshers regarding relevant coursework and helping them develop competitive programming skills.