

# GARV JHAJHARIA

📍 Bengaluru, KA - India  
🌐 [github.com/garvj65](https://github.com/garvj65)

✉ [garvjhajharia6@gmail.com](mailto:garvjhajharia6@gmail.com)  
☎ +91-9743011840

in <https://www.linkedin.com/in/garv-jhajharia-377452259/>

## EXPERIENCE

### Technical Writing & Research Contributor

#### Freelance | Self-Initiated Projects

📅 Feb 2025 – Present 📍 Remote

- Created 3–4 technical projects including research papers, developer blogs, and documentation.
- Used AI tools for content ideation and refinement, followed by manual editing for clarity and accuracy.
- Focused on topics like AI models & ethics, etc., tailoring content for both technical and non-technical audiences.
- Structured content with attention to readability, source credibility, and developer-first design; familiar with docs-as-code workflows and publishing platforms.

## CERTIFICATIONS

### Machine Learning

#### Coursera

📅 Oct 2018 - Jan 2019 📍 Online

- Supervised Learning, worked on SL to train model to recognize the pattern in given data with more efficiently
- Worked on support vector machines (SVMs, also support vector networks) which is supervised learning models with associated learning algorithms that analyze data used for classification and regression analysis.

## TECHNICAL SKILLS

- Programming Languages: C, C++, Java, Python (Beginner)
- Tools & Platforms: MATLAB, Xilinx ISE 12.1, Proteus, Arduino, MS Office
- Web & Documentation: Markdown, LaTeX, Git, GitHub, Pandoc, Typora
- Data Analysis & Visualization: Excel, MATLAB plotting, Lucidchart, Mermaid.js
- Software Development: Agile methodologies, version control with Git
- AI & Automation Tools: Grammarly, Hemingway Editor, GitHub Copilot, OpenAI API, Tabnine

## PERSONAL SKILLS

- Proactive problem-solver.
- Thrive under pressure.
- Comfortable working independently and collaborating effectively in team-based projects.

## HOBBIES

- A gaming enthusiast who plays many genres of games.
- Listening to Music and Exploring New Places.

## EDUCATION

B.Tech. (CSE) - 9.19 CGPA

### B M S of Technology & Management

📅 Nov 2022 – Currently

Higher Secondary (CBSE) - 91.2%

### Venkat International Public School

📅 May 2020 – Apr 2022

Secondary(ICSE) - 96.0%

### St. Ann's High School

📅 2010 – 2020

## PROJECTS

### AI Text Translator Tool

Nov 2023 – Jan 2024

- **Challenge:** Many users needed fast, multi-language translation without relying on heavy platforms like Google Translate.
- **Approach:** Built a MERN stack application using the MyMemory Translation API with AI-enhanced handling for context-aware sentence translation.
- **Impact:** Delivered a lightweight, responsive translator tool with better accuracy for informal and technical contexts.

### Dungeon GenAI – AI Dungeon Crawler

Mar 2024 – Jun 2024

- **Challenge:** Traditional dungeon games lack unpredictability and replayability.
- **Approach:** Developed the core game logic in C++, with a Next.js front-end and a Node.js back-end. Integrated procedural generation logic and AI elements for dynamic dungeon content.
- **Impact:** Created a scalable, replayable game experience where each dungeon is AI-generated, enhancing the immersion and uniqueness of the player's experience.

### TravelGenius – AI Travel Planner

Dec 2024 – Mar 2025

- **Challenge:** Planning trips is time-consuming and requires switching between multiple platforms.
- **Approach:** Built a React-based travel planning app with an LLM-powered conversational interface. Integrated OpenWeather API, Maps API, and TravelAdvisor API to provide real-time, AI-curated itineraries with location-specific data.
- **Impact:** Streamlined the entire travel planning process into one intelligent assistant — from destination discovery to accommodation and weather-based adjustments.