

CHIRAG TYAGI

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Education

KIET Group Of Institutions

Bachelor of Technology in Computer Science, 7.2 GPA

Ghaziabad

November 2021 – June 2025

Krishna Vidhya Niketan

Intermediate CBSE, 81.6 percent

Ghaziabad

2021

Kendriya Vidyalaya

Class 10th CBSE, 95 percent

Ghaziabad

2017

Experience

APP SQUADZ

Java Development Intern

NOIDA

october2024-current

- Developed a **Temperature Converter in Java**, enabling users to convert temperatures between Celsius and Fahrenheit through simple user input and arithmetic operations, improving usability and functionality of the application.
- Implemented a **Student Grade Calculator in Java** that calculates and displays the average grade of a student based on user input, demonstrating proficiency in **loops, arrays, and arithmetic operations**.
- Optimized **Input Validation** for both temperature and grade calculation programs, ensuring accurate data entry and preventing user errors, resulting in a **user-friendly interface**.

Personal Projects

Online House Rental System

September 2024 - October 2024

- Developed an **Online House Rental System** using full-stack web development, facilitating seamless rental operations for over 500+ house owners and tenants.
- Integrated a **real-time chat system** with 99.9% uptime, enabling efficient and secure communication between users.
- Designed and deployed **user-friendly interfaces**, enhancing usability and achieving a 20% reduction in user drop-off rates.
- Implemented a **location tracing system** using interactive maps, improving house search efficiency by 30%.
- Optimized **secure and private data storage** through encryption, reducing security risks by 25%.
- Contributed as a **team member**, focusing on the **frontend development** of the project.

Tic-Tac-Toe Game

July 2024 - September 2024

- Designed and implemented a **two-player Tic-Tac-Toe game** using arrays and loops, achieving a user satisfaction rating of 90%.
- Developed a dynamic **game board display system**, ensuring clear visualization of moves after each turn.
- Implemented logic to **check winning conditions or a draw** after each move, enhancing gameplay accuracy by 100%.
- Enabled support for **multiple rounds of gameplay**, increasing player engagement by 30%.
- Utilized **conditional statements** to prompt players for valid moves and handle invalid inputs seamlessly, ensuring error-free gameplay.

Technical Skills

Languages: C, Java, SQL

Developer Tools : IntelliJ, VSCode, Github, MySQL Workbench, MS Excel, GIT

Miscellaneous: OOP (Object Oriented Programming), MySQL, HTML, CSS

Co-curricular Activities

- DSDL CLUB - Member – Actively participated in exploring various backend programming languages, including **Java**.
- Member of **Uddeshhya**, a non-governmental organization focused on community service and social initiatives.

Certifications

- C certification August 2023
- SQL basics July 2024
- Networking Basics (CISCO) May 2024