NISHIT JAIN

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EDUCATION

2019	**Class 9th, Salwan Public School, Rajinder Nagar, New Delhi**	**Percentage: 90.1%**
2020	**Class 10th, Salwan Public School, Rajinder Nagar, New Delhi**	**Percentage: 87%**
2021	**Class 11th, Delhi Public School, Vasant Kunj, New Delhi**	**Percentage: 73.6%**
2022	**Class 12th, Delhi Public School, Vasant Kunj (Predicted)**	**Percentage: 93.6%**

TECHNICAL SKILLS

Programming Languages: C++, C, HTML5, CSS3, Javascript, Python, SQL
Tools and Frameworks: Git, Django, React Native, Unity, Linux, p5.js

EXPERIENCE

Cryptic Head

Code Warriors (Tech Club), DPS Vasant Kunj

- Organized intra school events in the domain of **competitive programming** and **cryptic hunts**
- Organized the club's flagship programming and cryptic hunt event **soBig** (**500+ participants nationally**)
- Developed the frontend for **techathlon 2022's** (an intra school cryptic hunt event) website

Full-stack Developer

Hi-Tech Sweet Water Technologies Pvt. Ltd, - Internship,

- Created a platform where superusers can access, add and manipulate forms
- Created working backend for login and register page using python and SQL
- Created resposive frontend using HTML5, CSS3 and bootstrap

Organiser and Level Maker

Re-Dcrypt,

- Organised and designed levels for Re-Dcrypt 2.0 - a two day national Cryptic Hunt held on 8th October, 2022 with 200+ participants and multiple sponsors.

ACADEMIC ACHIEVEMENTS

2022	3rd in **Exun 2022** Spacetech (national/international) DPS R.K Puram
	4th in **Stratazenith** (game theory event) organised by **IIT Delhi** and The Indian Game Theory Society
	top 75 in **HPE** code wars sponsored by codingal
	1st place in **X-Quest** (cryptic hunt) hosted by DPS Rohini
	2nd place in **Crypt.IT** (cryptic hunt) hosted by Bal Bharati Public School, Pitampura
	2nd place in **Cryptx** (cryptic hunt) hosted by MINET
	2nd place in **ReFAB.GD** (game development event) hosted by Quantum v1.0
	3rd place in Hackathon hosted by DPS bulandshahr
2021	1st in **Exun 2021** Locus (national/international) for game developement by DPS R.K Puram
	Top 25 in **Exun 2021** Competitive programming
	Top 6 in **Exun 2021** Spacetech
	2nd in **Cyquest** v6.1 (cryptic hunt) hosted by Silico Battles
	Top 150 in **Cryptocracy** (national cryptic hunt) with over 1500+ participants
2018	Qualifed for **Vidyarthi Vigyan Manthan** state level camp
	Silver Medal in French Olympiad.
	8th Place in Delhi State Scrabble Championhip

CO-CURRICULAR ACTIVITIES

Music

Bridge Music Academy, DPS Vasant Kunj

- Merit in Rockschool grade 2 (83%), Distinction in grade 4 (91%), and Merit (88%) in grage 7 in electric guitar
- I was a part of my academy's and high schools band and performed live recitals.
- Currently part of my high school's orchestra.

Sports and cultural

Actively participated in many sports and cultural events, including:

- Qualified for zonals organised by AITA in lawn tennis (quaterfinalist)
- 3rd place in Swaacctha Hi Sewa art competition organised by Central Public Works Department (CPWD)
- Member for zonals team in skating from talkatora stadium

PROJECTS

Admin Panel for a business

Frameworks used : Django, Python and SQL,

- Created a platform where superusers can access, add and manipulate forms
- Created working backend for login and register page using python and sql
- Created resposive frontend using HTML5, CSS3 and bootstrap

Perlin noise visualisation using JavaScript

Frameworks used : p5.js,

- Created a simple visualisation of Perlin Noise using p5.js
- Designed a function that takes values from the graph of a noise function and assigns those values to a vector
- Applied the vector values to a stroke and rendered it using basic HTML and CSS on local host

Wikipedia Web scrapper using JavaScript and Wikipedia API

Frameworks used : RegEx, JavasScript, MediaWiki API,

- Created a website that uses data from Wikipedia's offcial API, MediaWIki
- Implemented a search function that displays all published wiki pages containing the search query
- Implemented a filter function using RegEx to tokenize and filter the most important words in a wikipedia page

Multiplayer FPS made using Unity and Proton networking

Frameworks used : Unity C#,

- Implemented the core gameplay for a first person shooter, including custom physics scripts for movement, shooting and recoil mechanics
- Hosted the game to a public Proton server, with custom networking scripts for making the game multiplayer friendly
- Added additional GUI elements and post processing using Unity's particle effects