






# Mani Garg

 [github.com/manipta](https://github.com/manipta) |  [linkedin.com/in/manigargpta](https://linkedin.com/in/manigargpta) |  [mani.garg.pta@gmail.com](mailto:mani.garg.pta@gmail.com) |  +91-9877679937  
|  [mgarg3\\_be20@thapar.edu](mailto:mgarg3_be20@thapar.edu)

## EDUCATION

---

**Thapar Institute of Engineering and Technology, Patiala-147001**  
Bachelors of Technology in Computer Engineering

Expected Graduation Year:2024  
Current CGPA: 8.79/10.0

**Manu Vatika Day Boarding Senior Secondary School, Budhlada-151502**  
Class 12,CBSE

Grad 2020  
Percentage: 94.2%

**Sri Aurobindo International School, Patiala-147001**  
Class 10,CBSE

Grad 2018  
Percentage: 87.4%

## PROJECTS

---

**DePhobia |3D,VR in UNITY**

[git.io/Dephobia](https://git.io/Dephobia)

An Android 3D-VR based Application for the therapy of Claustro, Aqua and Acro Phobias by Exposure Therapy.

**UnBeatable-Tic-Tac-Toe |Python,MiniMax Algorithm,Alpha-Beta Pruning Algorithm**

[git.io/Tic-Tac-Toe](https://git.io/Tic-Tac-Toe)

A Tic-Tac-Toe Game where you can't win against Computer. As the MiniMax Algo is used, computer does not take the moves where it loses. You may Draw against it. Alpha-Beta Pruning is used for elimination of avoidable space tree.

**EditTheVideo |Python,OpenCV,Streamlit**

[git.io/EditTheVideo](https://git.io/EditTheVideo)

A web-App for converting a colored mp4 video to gray scale. You can also control the playback speed of the video.  
The Web-App is Live at [here](#)

## OTHER PROJECTS

---

Arduino Based Projects:

- [Birthday Tune](#)
- [Motion Detector](#)
- [Sargam](#)
- [Sonar](#)

## TECHNICAL SKILLS

---

**Programming languages:** C++, C, Python, C#, Matlab  
**ML/AI:** Numpy, Pandas, Matplotlib, OpenCV, Scikit, tkinter

**Web Technologies:** HTML, CSS  
**Miscellaneous:** MySQL/Live Oracle, GCS, Git, Shell, Unity

## RELEVANT COURSEWORK

---

**Computer Science:** Deep Learning, Data Structures and Algorithms, Databases, Operating Systems, Computer Networks  
**Mathematics:** Optimization, Discrete Maths, Probability and Random Processes, Number Theory, Linear Algebra

---