

Shivansh Nigam

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Career Objectives

A Motivated Computer Science student with a passion for software development, mobile application creation, and problem-solving. Seeking opportunities to leverage my technical skills and hands-on project experience in a dynamic and collaborative tech environment to deliver innovative solutions.

Education

Bachelor of Technology in Computer Science
Maharana Pratap Engineering College

2023 - 2027
Kanpur, India

Skills

Programming Languages: C / C ++ , Python, Dart, HTML/CSS
Frameworks & Technologies: Flutter, Android UI Toolkit
Developer Tools: Git, GitHub, Leetcode, Android Studio, Visual Studio
Databases: Firebase, SQLite

Projects

Leo Quotes / *Flutter, Firebase, OneSignal, Shared Preferences*

[Google Play Store Link](#)

- **Flutter Framework:** Utilized Flutter, an open-source UI toolkit, for building a cross-platform app that provides a smooth and responsive user experience with customizable widgets.
- **Android UI Toolkit:** Integrated Flutter's rich set of widgets and tools for creating dynamic and aesthetically pleasing animations, designs, and transitions within the app.
- **SharedPreferences:** Leveraged Shared Preferences to securely store user preferences, such as saved quotes and frequency settings, ensuring a seamless user experience across sessions.
- **Firebase:** Employed Firebase Realtime Database to store, manage, and retrieve quotes efficiently, providing real-time access to the quote library for users.
- **OneSignal:** Integrated OneSignal for push notifications, allowing users to receive timely updates and reminders for new quotes or updates directly within the app.

Word Huddle Game / *Android UI toolkit, Flutter Widgets And Library*

[GitHub Repository Link](#)

- **Flutter Framework:** Utilized Flutter for creating a cross-platform word game with an interactive and visually engaging user interface.
- **Flutter Widget Library:** Used Flutter's widget library to design and implement responsive game components, including word grids and game progress indicators.
- **Flutter Foundation Library:** Leveraged Flutter's foundation library to manage game logic, state, and efficient interaction handling, ensuring a smooth gameplay experience.
- **Android UI Toolkit:** Integrated Android's UI toolkit to generate and style an on-screen keyboard, allowing players to interact intuitively with the game.
- **English Words Library:** Employed the *english_words* library to fetch and validate words dynamically, ensuring a diverse and challenging game experience for players.

Earthquake Reader / *Earthquake API, SQLite Database, Geolocator Package*

[GitHub Repository Link](#)

- **Earthquake API Integration:** Integrated a reliable Earthquake API to fetch real-time earthquake data, ensuring accurate and up-to-date information.
- **Geolocator Package:** Used the Geolocator package to calculate and display earthquake data within a 100 km radius of the user's location.
- **Dart's dart:convert Library:** Utilized Dart's *dart:convert* library to parse and transform JSON data from the API into structured formats for seamless processing.
- **SQLite Database:** Implemented SQLite to store and manage earthquake data locally, enabling offline access and persistent storage.
- **DateTime Utilities:** Leveraged Dart's DateTime utilities to sort and organize earthquake events chronologically for better usability.

Achievements

- Attended a 2-day Android Development Workshop at **IIT Kanpur**. [Link](#)
- Runner-up in **HackIndia Web3 Hackathon** for NFT Marketplace project using Solidity and Solana. [Link](#)
- Led a team in the **SIH24 Hackathon** to develop a daily fitness tool, showcasing strong leadership, effective collaboration, and problem-solving skills under high-pressure conditions. [Link](#)
- Established and led **Code Nexus**, a collaborative coding community of 8–10 members, fostering an open environment focused on enhancing problem-solving skills, peer learning, and healthy competition.