

Nikhil Kadiyan

EDUCATION

National Institute of Technology Delhi <i>Bachelor of Technology (CGPA: 8.3 upto Sem 6)</i>	2020-24
Kendriya Vidyalaya, Shalimar Bagh <i>Class 12 - 94 %</i> <i>Class 10 - 91.8 %</i>	Delhi, India 2020 2018

EXPERIENCE

ThoughtSpot India Pvt Ltd <i>Software Engineering Intern</i>	Hyderabad, On-Site Jun '23 - Jul '23
<ul style="list-style-type: none"> • Worked with React.js and Typescript to improve website accessibility • Ensure the website's elements are properly accessible by keyboard and screen readers • Ensure the website is in accordance with WAI-ARIA international standards 	

PROJECT HIGHLIGHTS

Created a Movie Description Site in React and Flask [Code]	Jun '23
<ul style="list-style-type: none"> • Built a web app that fetches movie title, description and poster using Flask • Uses the TMDB API to get dynamic movie information • Uses React and Node to build the front-end 	
Created a Clicker Game Using Godot Engine [Code] [Live]	Jun-Aug '22
<ul style="list-style-type: none"> • Built a conventional clicker with various types of shops/auto-clicker upon progression • Has exponential difficulty (similar to other games in genre) to deviate income from in game cost in log scale • Can be played on Windows, Browser and Android, played by 600+ players on itch.io • Has Save, Load, and prestige options to provide engaging gameplay 	
Created Todos App in React [Code] [Live]	Jan '22
<ul style="list-style-type: none"> • Create a simple app for todos using React.js and Node.js • User can add or remove task from the list using the UI 	
Created my own blog [Code] [Live]	Aug '21 - Dec '21
<ul style="list-style-type: none"> • Website created in HTML, CSS and Javascript • Whole project is managed on Github using git 	
Python News Reader App [Code+Screenshots]	Oct '21
<ul style="list-style-type: none"> • Created a News Reader App using Python • Provided a way to subscribe user's sources using RSS feeds available at preferred website • Use beautifulsoup library to parse the website content with selectors 	
Created game "pyrager" using Python [Code+Screenshots]	Nov '20
<ul style="list-style-type: none"> • Can move using keyboard keys to move. Basic collision detection using arrays • Saving and loading using Python and text files 	

SKILLS

- **Languages:** Python, C, C++, LaTeX, SQL, HTML, CSS, JavaScript, PHP
- **Frameworks and Tools:** PyTorch, Scikit-learn, Git, ReactJS, NodeJS, Bootstrap, Pandas, Geopandas, Heroku, Godot

ACHIEVEMENTS

- **Leetcode** : 250+ problems [Link]
- **Codechef** : Highest Rating 1708 [Link]
- **Hackerank** : 5 stars in Python [Link]