# Nikhil Kadiyan

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## EDUCATION

**National Institue of Technology Delhi**    2020-24
Bachelor of Technology (CGPA: 8.4 upto Sem 7)

## EXPERIENCE

**ThoughtSpot India Pvt Ltd**    Hyderabad, On-Site
Software Engineering Intern    Jun '23 - Jul '23
• Implemented **50+ accessibility improvements** in the product's website
• Worked with **React.js** and **Typescript** to ensure website is accessible by **keyboard and screen readers**, especially for blind users and near-sighted users
• Collaborated with team to ensure that the website is in accordance with **WAI-ARIA and WCAG** international standards, achieving **Level A** accessibility certification

## PROJECT HIGHLIGHTS

**Real Time Chatroom Application [Code] [Live]**
• Implemented a Real Time Chatroom with **Next.js** for seamless server side rendering, and **Clerk** for authentication
• Enhanced styling consistency through the application of styles with **TailwindCSS**
• Integrated **UploadThing** as a robust big data server, supporting file uploads up to 2GB
• Ensured effective **CRUD** operations and server communication using the promise-based HTTP library **Axios**
• Facilitated real-time bidirectional communication across platforms using **SocketIO**

**Photogram - An image sharing social media platform [Code] [Live]**
• Launched Photogram, a dynamic image-sharing platform with **secure user authentication** using **Firebase**
• Implemented **post, comments, home page and suggested users** functionality for enhanced user engagement
• Developed responsive UI using **React**, utilizing **ChakraUI** for common UI elements
• Utilized **Zustand** for efficient state management in the frontend, providing instant updates of frontend on any change in backend

**Created a Clicker Game Using Godot Engine [Code] [Live]**
• 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 a Movie Description Site in React and Flask [Code]**
• Built a web app that fetches movie title, description and poster using **Flask**
• Uses the **TMDB API** to get dynamic movie information, using **React** and **Node** to build the front-end

**Python News Reader App [Code+Screenshots]**
• 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]**
• Can move using keyboard keys to move. Basic **collision detection** using arrays
• **Saving and loading** using Python and text files

## SKILLS

• **Languages:** Python, C++, Java, SQL, JavaScript, TypeScript
• **Frameworks:** Spring Boot, ReactJS, NextJS, NodeJS, Angular, Flask, Firebase, PyTorch, Godot
• **Developer Tools:** Git, Heroku, Vercel, LaTex, VSCode, IntelliJ
• **Libraries:** ChakraUI, Pandas, Geopandas, Bootstrap, rayLib

## ACHIEVMENTS

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