

Nikhil Kadiyan

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EDUCATION

National Institute of Technology Delhi 2020-24
Bachelor of Technology (CGPA: 8.3 upto Sem 6)

Kendriya Vidyalaya, Shalimar Bagh Delhi, India
Class 12 - 94 % 2020
Class 10 - 91.8 % 2018

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

Created a Movie Description Site in React and Flask [Code] Jun '23

- 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

- 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

- 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

- Website created in HTML, CSS and Javascript
- Whole project is **managed on Github using git**

Python News Reader App [Code+Screenshots] Oct '21

- 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

- 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]