SHIVANSH AGGARWAL

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EDUCATION

University of Wisconsin, Madison *Expected: 2024*

Bachelor of Science, Computer Science (GPA 4.0, Dean's List all semesters)

COURSES TAKEN

Programming I, Programming II, Introduction to ECE, Calculus I, Calculus II, Introduction to Discrete Mathematics

SKILLS

Programming Languages: Python, Java, C++, Pandas, NumPy, API, SQL, Beautiful Soup, Selenium, Node.js, Django, Angular, JSON, SASS, JavaScript, SQLite, HTML/CSS

Tools/technologies: Eclipse, PyCharm, Visual Studio Code, IntelliJ, Jupyter, MongoDB, Postman, Robo 3T, Git

PROJECTS

InstaBot *Summer 2021*

- Built an Instagram Bot with options for liking top posts, checking story, extracting followers list, logging in, following, and unfollowing different handles.
- Used Python and Selenium for the implementation.

Gradient Descent *Summer 2021*

- Created an algorithm from scratch for gradient descent and applied it on Boston dataset in sklearn library.
- Used feature scaling on the training and testing data for better results.
- Used Python and sklearn library for the implementation.

Logistic Regression *Summer 2021*

- Applied logistic regression algorithm on titanic dataset in sklearn library to find the survivors of the incident.
- Used Pandas for cleaning the data and feature scaling for better results.
- Used Python, Pandas and sklearn library for the implementation.

Contact List *Summer 2021*

- Created a website for storing contacts' details.
- Used CSS, HTML, Node.js, and NoSQL.

Chatting Engine *Summer 2021*

- Developed a website for blogging and creating friends online.
- Created server using Node.js and used NoSQL for storing data.
- Added Google signing in option and actions like uploading photos, commenting, and liking a post.

Memory Match Game *Spring 2021*

- Created a card matching game in which 12 cards are placed facing down on a board. A player can flip only two cards at a time. If the two cards do not match, they are flipped back. When all the 12 cards face up, the player wins the game.
- Used Java language and Processing library for GUI.

Carrot Patch *Spring 2021*

- Developed a graphical application with buttons for adding wolves, rabbits, and carrots on land. The user can control movement of the animals with mouse and keyboard. If a rabbit is in the proximity of a wolf, wolf eats rabbit.
- Used Java language and Processing library for GUI.

Survival Game *Fall 2020*

- Built a survival game where player must find food, water, and shelter to survive, but he/she needs to be careful because there are snakes and lions in the jungle. The player gets 20 moves to find all these things. There is also audio for sensing the neighbors to help the player.
- Used Java language for the implementation.

Shop Manager *2020*

- Developed a platform to store details of the products in a shop, check availability of a product, and calculate prize of a product after discount.
- Used Python and SQL for the implementation.

CERTIFICATES

Coding Ninjas

- Received certificate for "Data Structure in C++" course.
- Received certificate for "Data Science & Machine Learning" course.
- Received certificate for "Front End and Back End Web Development" course.
- Received certificate for "Advance Web Development" course.