UTKARSH TIWARY

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LINKS

Linkedin Certificates Github Designs Portfolio

EDUCATION

Vellore Institute of Technology, Vellore — **2021 - Present**
B.Tech in Computer Science Engineering CGPA : 9.19*

Shannen Kid's School, Vadodara — **2020 - 2021**
CBSE (Class XII) Aggregate : 91.4%

Anand Vidya Vihar, Vadodara — **2018 - 2019**
CBSE (Class X) Aggregate : 90.2%

SKILLS

- **Programming Languages :** C, C++, Java, Python
- **Frontend Technologies :** HTML, CSS, JavaScript, React
- **Other Tools/Technologies :** AWS, OOPS, DSA, WordPress, Canva, Git, Github, TailwindCSS, Bash, Cisco Packet Tracer, Figma
- **Soft Skills :** Leadership, Quick Learner, Resilient, Photo and Video Editing, Content Writing, Social Media Management

ACHIEVEMENTS

- Secured first place in the IEEE SSIT's Code Confluence, showcasing advanced coding proficiency in an Open Source event
- Successfully completed Google's Crash Course on Python (Coursera), reinforcing foundational Python skills.
- Actively participating in the ongoing 100 Days of Python program, demonstrating commitment to continuous learning and practical application of Python skills.
- Attained the AWS Certified Cloud Practitioner certification, affirming expertise in cloud computing concepts, core AWS services, and cloud security practices.

PROJECTS

Voice-Controlled AI Assistant

- Developed a Python-based AI assistant with pyttsx3 and SpeechRecognition.
- Implemented email automation using smtplib for predefined and dynamic contacts.
- Integrated web interaction features with googlesearch and webbrowser, enhancing user experience.

Metro Connectivity Project

- Implemented Breadth-First Search for efficient station traversal, discovering the shortest path.
- Utilized Dijkstra's algorithm to compute the shortest distance, optimizing exploration.
- Employed Prim's and Kruskal's algorithms for Minimum Spanning Tree, considering time and cost.
- Implemented a menu-based user interface with each station assigned a number for ease of use and a seamless experience in interacting with the algorithms.

Hangman Automation

- Developed a Python-based Hangman game with intelligent character guessing strategies.
- Utilized advanced algorithms for efficient vowel-first and consonant-next guessing strategies, optimizing word discovery in limited attempts.
- Implemented regular expressions to dynamically adapt the wordlist based on correct guesses, ensuring a challenging and engaging experience.
- Successfully tested the game in 100 comprehensive trials, achieving an 84% success rate, validating its effectiveness in word guessing from a list of 250,000 words.