Mani Garg | PORTFOLIO

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EDUCATION

Thapar Institute of Engineering and Technology, Patiala-147001
Bachelors of Engineering in Computer Engineering
Expected Graduation Year:2024
Current CGPA: **8.67**/10.0

Manu Vatika Day Boarding Senior Secondary School, Budhlada-151502
Class 12,CBSE
Grad 2020
Percentage: 94.2%

Sri Aurobindo International School, Patiala-147001
Class 10,CBSE
Grad 2018
Percentage: 87.4%

SKILLS

Programming Languages: C, C++, Python, Bash, MySQL

Devlopment Tools: HTML, CSS, JS(beginner), Bootstrap, Django, DRF, Unity3D, Blender

Python Libraries: Numpy, Pandas, Matplotlib, OpenCV, tkinter, Sinewave, MediaPipe

Miscellaneous: Git, APIs, Creative Thinking, Adaptibilty, Troubleshooting

PROJECTS

Restaurant-Menu API | Django, DRF(beginner), Postman   Live || git.io/Menu-Api

- **Objective:** Implemented a Restaurant Menu Card with feedback system
- API contain 3 endpoints for Category, MenuItem, and FeedbackItem
- Admin can add or delete categories or items. Customer can add Feedbacks
- <u>Notable Points:</u> Feedback System || Admin Dashboard || Filtering || Pagination || View-Set-Approach

AlumSpace | Django, Python, Postgresql   Live || git.io/AlumSpace

- **Objective:** Platform to foster seamless interaction between Alumni and Students.
- Students can see Posts from Alumni and can comment.
- Amulni can see Events that are happening in college.
- <u>Unique Points:</u> Admin Dashboard with Graphs || Only Authenticated Person can create account|| Alumni Profile Search || Admin can Upload Students or Alumni details using CSV

DePhobia | 3D,VR in UNITY   AmazonStore || git.io/Dephobia

- **Objective:** Develop an Android Application(3D Simulator) for the therapy of Claustro, Aqua and Acro Phobias by Exposure Therapy.
- Used C# Language to make the Logic scripts and Unity Game Engine for Model Rendering.
- <u>Notable Points</u>: Simulator Settings can be changed || Stats of User can be tracked

Musicment | OpenCV, MediaPipe, PySineWave   git.io/Musicment

- **Objective:** Playing the Musical Notes without the touching Instrument.
- Used Central Tendencies and Ratios on the Landmarks for detecting different types of gestures.
- <u>Notable Points</u>: Handling both Octaves and Notes || Well-Instructed Interface (made in tkinter)

ACHIEVEMENTS

- **Rank: 514/5500**+ | November Cook-Off 2021, CodeChef
- **Rank: 435/2900**+ | Starters 104, CodeChef
- **200+ (Medium & Hard)** Problems Solved | Leetcode, Codestudio
- **Excellence Certificate in DSA (C++)** by Coding Ninjas | Link
- Contributor in **Hacktoberfest 2022** | Link
    - *Designed and Developed the Social Media Section for someone's Prtfolio*

INTERESTS

Blogging: Writes on **Technology** and **Life Hacks** | **Medium Account** with **320+** followers
Chess: **Won** Zonal Competitions **3 times** | **Semi-Finalist** in Intra-College Chess Competition