Harsh Dani

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○ github.com/harshtechnoboy
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SKILLS

Programming Languages:
C++, Java, Python, Visual Basic

Frontend Development:
CSS3, HTML5

AI / Machine Learning:
Pandas, Plotly

Database Management:
MySQL

Software:
Autodesk 3DS Max & AutoCAD, Adobe After Effects, Illustrator, Lightroom, Photoshop & Premiere Pro, Arduino, Blender, Canva, Figma, Git, Linux

LANGUAGES

English:
IELTS Band 7.0 Overall

German:
Certified B2 Level
Studied till C1.1 Level

COURSEWORK

Data Structures & Algorithms

Databases & Big Data

Python Programming

Mathematical Foundations

Computer Science Lab

EDUCATION

GISMA University of Applied Sciences
September 2022 – present
BEng Software Engineering
Potsdam, Germany

HVB Global Academy
May 2019 – April 2022
Cambridge International A Level
Mumbai, India
- Chemistry
- Computer Science
- English
- Mathematics

HVB Academy
March 2018 – May 2019
Indian Certificate of Secondary Education
Mumbai, India
- Chemistry
- Computer Application
- English
- Mathematics
- Physics

PROJECTS

Tic Tac Toe Game:
Tic-Tac-Toe game using the Tkinter library in Python. It has a board represented by a 3x3 grid of boxes. Each player take turns by clicking on the empty boxes to mark their moves. It checks for a winner after each turn, the first player to get three in a row wins the game. In case the board is full, the game ends in a tie. It can even be reset.

Calculator Application:
Basic calculator application using the Tkinter library in Python. It creates a GUI window with buttons for digits, operators, and special functions. It supports keyboard input as well. The user can enter expressions, perform arithmetic operations and get the results. It provides a simple yet functional calculator interface.

Rock Paper Scissors Game:
A basic implementation of the game "Rock, Paper, Scissors" played between a user and a computer. The user selects their choice, and the computer generates a random choice. The code determines the winner based on the rules: rock beats scissors, paper beats rock, and scissors beat paper. The scores of the user and computer are recorded, and the game continues until the user decides to quit. Finally, the code displays the total number of wins for the user and the computer.