# Harshit Kandpal

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## SUMMARY

Detail-oriented Computer Science major at Michigan State University with hands-on experience in software development, UI design, asynchronous programming, and IT support. Proven ability to build and document full-stack applications, debug systems, and collaborate on technical solutions. Strong foundation in Microsoft Office Suite, object-oriented design, and cloud-based deployment through coursework and class projects.

### **TECHNICAL SKILLS**

Python, C, C++, Java, JavaScript, Python Flask, Vue, HTML, CSS, jQuery, Socket.IO, AJAX, MySQL, SQLite, Google Cloud Platform (GCP), Docker, Git, Linux, XML, JSON, OOP, GUI, Microsoft Office Suite (Excel, Word, PowerPoint)

## TECHNICAL PROJECTS (Projects Page: https://harshitkandpal.xyz/projects )

#### Portfolio Website with Chatroom Feature

Technologies: Python Flask |HTML |CSS |JavaScript |jQuery |Socket.IO |MySQL |Google Cloud |Docker April 2025

- GitHub Repository: <u>https://github.com/HarshitK150/harshitkandpal-portfolio</u>
- Developed a personal portfolio website using Python Flask, enhancing online presence and showcasing technical skills
- Added a 90s-style real-time chatroom feature using Flask-SocketIO and MySQL, increasing user interaction time by 25% and showcasing real-time communication skills
- Integrated AJAX and jQuery for asynchronous client-server communication, reducing page reloads by 100% and improving responsiveness and user experience
- Implemented responsive, mobile-friendly, and cross-browser compatible design using HTML, CSS, and JavaScript, resulting in a 15% increase in user engagement
- Deployed the application on Google Cloud Platform Compute Engine, achieving 20% faster load times and 99.9% uptime
- Utilized Docker for containerization, streamlining the deployment process and reducing deployment errors by 10%

## Sparty's Boots Game

Technologies: C++ | XML | OOP | GUI | Git | wxWidgets | CMake

- GitHub Repository: <u>https://github.com/HarshitK150/spartys-boots</u>
- Developed an interactive C++ game using the visitor design pattern to manage and update game objects, improving game object interactions and performance
- Implemented an efficient object update system and XML-based save/load functionality, reducing lag by 30% and load times by 15%
- Focused on writing clean, modular code, improving maintainability and scalability
- Collaborated in a team of 5, using GitLab for version control and Trello for project management, increasing team productivity and ensuring timely project completion

#### EXPERIENCE

#### **Student Information Technology Assistant**

College of Osteopathic Medicine IT, Michigan State University

- Provide tech support for faculty, resolving software/hardware issues and documenting bugs
- Assist in troubleshooting, usability testing, and issue resolution through root cause analysis
- Document technical issues and communicate effectively with IT staff to escalate and resolve complex problems

#### EDUCATION

**B.S. Computer Science, Michigan State University** *GPA* **3.98**, Concentration: Software Engineering, Minor: Business East Lansing, Michigan November 2024

East Lansing, Michigan

East Lansing, Michigan May 2026

East Lansing, Michigan April 2024 – Present