

HARDIK

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SUMMARY

Passionate learner and aspiring full-stack developer with growing hands-on experience in web development, blockchain, and AI/ML integration — all built through curiosity and self-driven projects. Genuinely excited about how technology can solve real, everyday problems and make a difference in people's lives. Always open to feedback, never afraid to start from scratch, and deeply committed to getting better with every line of code. Believes the best work happens in a team, where ideas are shared freely, challenges are faced together, and everyone grows along the way.

TECHNICAL SKILLS:

Languages: Python, SQL, HTML, CSS, JavaScript, C++, Java

Backend Tech: Nodejs, Flask, Django, FastApi

Frameworks: Pandas, Reactjs, Numpy, MatPlotLib

Tools: MySQL, GitHub, Firebase, MetaMask

Platforms: VS Code, PyCharm, Notebook LLM, IBM bob

PROJECTS

ErrorBuddy – [Link](#)

Developed and published a Python CLI tool "ErrorBuddy" on PyPI that converts runtime errors into human-readable explanations with fixes, examples, and smart hints. Implemented intelligent file discovery, multi-path search, and enhanced debugging features to improve developer productivity.

DronaConnect – [Link](#)

Developed and deployed a full-stack Academic ERP Portal "DronaConnect" on Vercel built with React.js, Firebase, and Tailwind CSS that streamlines college operations across Admin, Teacher, and Student roles. Implemented role-based access control, real-time attendance tracking, an LMS with file submissions and grading, and modules for fees, library, timetable, and research management to improve institutional productivity.

Hackrons-[Link](#)

Developed and deployed a full-stack Web3 NFT Battle Gaming Platform "Hackrons" on Vercel built with React.js, Solidity, and Hardhat on the Polygon blockchain that enables players to collect, trade, and battle NFT characters using MetaMask wallet integration. Implemented smart contracts for NFT minting and ownership, a character marketplace with 18+ warriors across rarity tiers, a turn-based AI battle system with multiple game modes, and a POL token reward mechanism with XP progression and global leaderboard to deliver a complete play-to-earn gaming experience.

ACHIEVEMENTS

- 2x Hackathon Winner
 - Participated as a NSS volunteer in a camp
 - Won a Medal in Sports Competition at College Level
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EDUCATION

B.Tech CSE(Computer Science Engineering)

Dronacharya College of Engineering

Gurugram, Haryana, India

CGPA = 7.6

2024-Present |

D.R.A Senior Secondary School

Central Board of Secondary Education (CBSE) | Bahadurgarh, India

- Grade 12 (Senior Secondary): 70% — 2024

Brigadier Ran Singh Public School

Central Board of Secondary Education (CBSE) | Jhajjar, India

- Grade 10 (Secondary): 78%
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CERTIFICATES

- UDEMY (Learn React JS The fast Way) -[Link](#)
- UDEMY (Master Git and Github) - [Link](#)