AKHIL SUDHAKARAN

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github/AkhilSudh

in

Linkedin/in/akhilsudhakaranbigboy

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akhilsudh.github.io

Skills / Highlights

C / C++ / CUDA C Basics

JavaPython

Octave

HTML 5 / CSS 3 / Javascript

JQuery

NodeJS

ReactJS

VCS (git)

DockerLinux / Android

Photoshop

Education

Bachelor of Computer Science and Engineering

Sir M. Visvesvaraya Institute of Technology

Scored 80.50% (Average of 7 Semesters)

Electives

> Pattern Recognition

> Artificial Intelligence

> Java & J2EE

CBSE 12th Std

CMR National Public School

Scored **93.20%**

ICSE 10th Std <u>St. Johns High School</u> Scored **90.57**%

2012 - 2014

Bangalore, Karnataka

On Going

Bangalore, Karnataka

<u> 2000 - 2012</u>

Bangalore, Karnataka

Projects

• Easy Bluetooth - [https://akhilsudh.github.io/EasyBluetooth/]

Platform: Android

Developed an Android app that helps in smartly connecting to A2DP Bluetooth devices without interacting with the phone.

• CRYPText - [https://akhilsudh.github.io/CRYPText/]

Platform: Multiplatform Web-App

A text and picture encryption app based on AES encryption algorithm.

• Twitr-Traffic - [https://github.com/TwitrTraffic/]

Platform: Multiplatform Web-App

An app that gives real-time traffic conditions on routes/roads specified by the user by scanning Twitter tweets and also show statistical data.

• JavaScript Based Games

Platform: Multiplatform Through JS

Made several JS based games:

Ball-Escape - [https://akhilsudh.github.io/BallEscape/]

A Flappy bird clone written entirely in javascript. This uses features of HTML5 and drawing capabilities of p5 is

A nodeJS based minimalistic 1v1 multiplayer TicTacToe game using express.js and socket.io for managing connections Common-Canvas - [https://github.com/Akhilsudh/Common-Canvas/]

A fun nodeJS based website that creates a common canvas for different people to draw on, when connected together.

OpenGL Wrap-Around-Minesweeper - [https://akhilsudh.github.io/MineSweeper-CG-Project/] Platform: Linux | Windows | Mac OSX

A simple game of minesweepers with a small twist. Developed using OpenGL library for the Computer Graphics Laboratory

• Yuva Kalanjali App - [https://github.com/mayankmetha/VTUFEST2K17/]

Platform: Android

Developed the official app for the Yuva Kalanjali 2017 inter college fest.

[Visit my Github Page for more]

Experience

Software and Web Developer at notNULL

I had developed their web-app using materialize and bootstrap front-end and meteor stack backend. I had also developed REST APIs in NodeJS for their services. Bangalore, Karnataka

2015 - 2016

Firefox Student Ambassador

2015 - 2016 Bangalore, Karnataka

I had conducted workshops on technologies such as GIT and other open source technologies offered by Mozilla. I was responsible for promoting the open source culture in the campus.

Publications & Achievements

- Published a paper "A Novel Double Backtracking Approach to the N-Queens Problem in Three Dimensions" in the IJCA.
- Received the Tata Trusts & Google India Android-Developer-Nanodegree Scholarship to a 1000 applicants out of several thousand participants.
- One among the Best Five DBMS Lab Projects in Sir M. Visvesvaraya Institute of Technology
- Secured 100% marks in Engineering Mathematics IV
- Top 10 of St. John's High School Students in the ICSE 2012

Extracurricular Activities & Hobbies

- Participated in several Hackathons (HackIndia 2015, Myntra Hack 2016, AngelHack 2016 etc). Developed Android Apps, Aureader, Myntra-Shopping-Simplified and Twittraffic.
- Chief Designer of the 2017 issue of the Computer Science Department Magazine titled "Ganak-Patra"
- Chief Designer of the 2018 issue of the College Magazine titled "Brindavana"
- I have a passion for building PCs.
- I am a passionate Video Gamer. I play competitive multiplayer video games like DOTA-2, CS-GO, Rocket-League and other casual single player games as well.