AKHIL SUDHAKARAN

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Skills / Highlights

- C / C++ / CUDA C Basics
- Java
- Python
- HTML 5 / CSS 3
- Javascript
- JQuery
- NodeJS
- ReactJS
- VCS (git, svn)
- Docker
- Linux / Android
- Photoshop

Education

- **Bachelor of Computer Science and Engineering**
  Sir M. Visvesvaraya Institute of Technology
  Scored **80.83%**
  Electives:
  → **Pattern Recognition**   → **AI**   → **Java & J2EE**
  → **Software Testing**   → **Network security**

  2018
  Bangalore
  Karnataka

- **CBSE 12th Grade**
  CMR National Public School
  Scored **93.20%**

  2014
  Bangalore
  Karnataka

- **ICSE 10th Grade**
  St. Johns High School
  Scored **90.57%**

  2012
  Bangalore
  Karnataka

Experience

Micro Focus   *Software Engineer*
- I work in a team responsible for developing features, bug fixing and interacting with clients for product suites of Micro Focus.

2018 – ongoing
Bangalore
Karnataka

notNULL   *Software and Web Developer*
- Developed their web-app using materialize front-end and meteor stack back-end.
- Developed REST APIs in NodeJS for their services.

2015 - 2016
Bangalore
Karnataka

mozilla India   *Firefox Student Ambassador*
- Conducted workshops on technologies such as GIT and other open source technologies offered.
- Was responsible for promoting the open source culture in the university campus.

2015 - 2016
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.
- **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
- **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.js
  - **Tic-Tac-Toe Minimal -** [https://akhilsudh.github.io/Tic-Tac-Toe-Minimal/]
    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.
- **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.
- **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 projects.]

Achievements & Publications

- Was selected from applicants all over the country to the **IIITB Summer School on Theoretical Computer Science.**
- Received **First Class with Distinction (FCD)** in **all 8 semesters** of Visvesvaraya Technological University.
- Received the **Tata Trusts & Google India Android-Developer-Nanodegree Scholarship** awarded to a 1000 applicants out of several thousand participants all over the country.
- One among the **Best Five DBMS Lab Projects** in Sir M. Visvesvaraya Institute of Technology
- Secured **100% marks** in Engineering Mathematics IV
- One among the **top 10** of St. John's High School Students in the ICSE 2012
- Published a paper "*A Hybrid Approach to Social Network User Feed Generation*" in the IJCA.
- Published a paper "*A Novel Double Backtracking Approach to the N-Queens Problem in Three Dimensions*" in the IJCA.

Extracurricular Activities & Hobbies

- Participated in several **Hackathons** in the city
- **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 computers**.
- 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.

[View this ***Excel document*** for the list of **hackathons** / **summer schools** / **workshops** and **Online Courses** taken.]