

AKHIL SUDHAKARAN



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akhilsudh.github.io

Skills / Highlights

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

Education

- **Bachelor of Computer Science and Engineering** **2018**
Sir M. Visvesvaraya Institute of Technology
Scored **80.83%**
Electives:
→ Pattern Recognition → AI → Java & J2EE
→ Software Testing → Network security
Bangalore
Karnataka
- **CBSE 12th Grade** **2014**
CMR National Public School
Scored **93.20%**
Bangalore
Karnataka
- **ICSE 10th Grade** **2012**
St. Johns High School
Scored **90.57%**
Bangalore
Karnataka

Experience

- **Micro Focus** *Software Engineer* **2018 – ongoing**
➤ I work in a team responsible for developing features, bug fixing and interacting with clients for product suites of Micro Focus.
Bangalore
Karnataka
- **notNULL** *Software and Web Developer* **2015 - 2016**
➤ Developed their web-app using materialize front-end and meteor stack back-end.
➤ Developed REST APIs in NodeJS for their services.
Bangalore
Karnataka
- **mozilla India** *Firefox Student Ambassador* **2015 - 2016**
➤ 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.
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.
- **CRYPTText** - [<https://akhilsudh.github.io/CRYPTText/>]
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.]