Shoeb Patel

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EDUCATION

NIT GOA
B.Tech. Computer Science and Engineering
Expected April 2019
CGPA: 8.44/10

JNV WASHIM
Senior School Exam
Percentage:93%
Secondary School Exam
CGPA:10/10

LINKS

Github:// **CaptainFreak**
LinkedIn:// **ShoebPatel**
Twitter:// **@0xCaptainFreak**
Blog:// **CaptainFreak**

COURSEWORK

UNDERGRADUATE
Operating Systems
Database Systems
Object Oriented Programming
Computer Networks
Theory of Computation
Systems Programming
Computer Organization and Architecture

MOOCS
Intro to Machine Learning
Neural Networks for ML
Node JS
Android Development
Burp Suite Mastery

SKILLS

PROGRAMMING
Over 5000 lines:
•C • C++ • HTML• CSS • JavaScript
Over 1000 lines:
• Python • Java • PHP
Familiar:
• NodeJs • MongoDB•Shell
Relevant Skills:
• Algorithms• Data Structures• Web Development• WebApp Security• Android• Git• Deep Learning

PROJECTS

NEURAL-SONGCLASSIFIER Dec 2017
- Designed Deep Convolutional Neural Network trained on Spectrograms of monaural versions of songs for genre based classification. Accuracy: 99.5%.

COMPETITIVE PROGRAMMING LEADERBOARD Oct 2017
- Designed and Developed webapp using NodeJS for Computing overall percentile in Competitive programming community according to users prowess on Codeforces,Codechef,Topcoder,Hackerrank,Hackerearth combined.

CHESSFREAK Sep 2017
- Implemented Chess Game using concepts of OOP and Efficient Design Styles of Java.

PINGPONG MULTIPLAYER Aug 2017
- Implemented a 2D PingPong multiplayer game over designed game Protocol tunneled over UDP for playing over local network. Server-Client was written in C sockets and Game was written using SDL.

ASSEMBLER FOR SIC-XE Mar 2017
- Designed assembler for 20-bit SIC/XE relocatable programs with Symbol Defining Statements implemented with Object Oriented Design in C++.

GENETIC ALGORITHM FOR GAMEBOTS Feb 2017
- Implemented a GameBot in python that learns to play "Flappy Bird" using Artificial Neural Network implemented from scratch in numpy. The training and optimization is done by standard genetic algorithm. Implementation of Game Environment was done using Pygame.

PET PROJECTS
• CNN Model for Digit Recognition • Portfolio and College Fest Websites • Recon wrapper script • Tic Tac Toe game • DiffJS

OPEN SOURCE

CONTRIBUTIONS
•OWASP Juice Shop •freeCodeCamp •OWASP Zap •Quill

WORK/VOLUNTEER

2017-present	President	NITGOA Programming Chapter
2017-2018	Student Ambassador	HackerEarth
2017-2018	TechLead	Technival-2k17
2016-2017	Coordinator	CodeChef

INTERESTS

•WebApp Security •Algorithms •Bug Bounties •Web Development •Deep Learning

STRENGTHS

•Adaptability •Quick Learner •Persistence •Curiosity •Research •Problem-Solving