

# 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

## 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