

Animish Yadav

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[GitHub](#), [LinkedIn](#)

Education

Indraprastha Institute of Information Technology

B.Tech, CS and Design

2023 –Present

Skills

Expertise Area	Object-Oriented Programming, Data Structures and Algorithms, Cloud Computing
Programming Language	Python, Java, C, C++, MySQL, Go, JavaScript
Tools and Technologies	Git, GitHub, Linux, Shell Scripting, JavaFX, Figma, Azure, Neo4j, Arduino, Figma, HTML, CSS, Illustrator, Photoshop, Google Cloud Platform
Technical Electives	Operating Systems, Advanced Programming in Java, Computer Organization, Discrete Structures, Human-Computer Interaction, Database Management Systems

Projects

Angry Birds Clone ([GitHub](#)) (Sep,24 – Dec,24)
Team Size - 2
Guided by Dr. Sambuddho Chakravarty, Tech Stack: Java, LibGDX

- Developed an engaging game inspired by “Angry Birds” using event-driven programming and object-oriented principles.
- Advanced with the assistance of LibGDX to closely replicate game physics using more than 15+ physical properties.
- Implemented 50+ JUnit tests to evaluate the functioning thoroughly.

RISC-V Simulator ([GitHub](#)) (Jan,24 – Apr,24)
Team Size - 4
Guided by Dr. Sujay Deb, Tech Stack: Python

- Engineered and optimised a RISC-V assembler and simulator, incorporating 32 assembly instructions to enhance overall program functionality.
- Executed thorough memory management techniques, instruction parsing methods, and execution strategies to improve efficiency by 20%.

Open Texting Application ([GitHub](#)) (Feb,24 – Feb,24)
Team Size - 2
Tech Stack: Python, JavaScript, Firebase

- Engineered a real-time messaging application with multiple users, integrating advanced API functionality to enhance communication capabilities for younger audiences as the system incorporated profanity filtering API with 92%+ accuracy.
- Implemented Microsoft's Language APIs into the web-based application using Azure cloud computing services to facilitate cross-language communication among users, reduce language barriers for 10+ languages and improve overall user experience.

PocketPaiza ([Slide Deck](#)) (Sep,23 – Dec,23)
Team Size - 6
Guided by Dr. Rajiv Ratn Shah, Tech Stack: Figma

- Conducted in-depth user research involving 100+ participants to identify key user needs and preferences for financial management tools, resulting in a comprehensive understanding of user pain points and desires.
- Tested and iteratively refined prototypes using Figma, incorporating user and mentor feedback to enhance the UI/UX design, leading to a 30% increase in user satisfaction during testing phases.
- Executed a rigorous testing process with 3 stages to ensure optimal user satisfaction and ease of use.

Positions of Responsibility

Program Co-Ordinator, Design Summer School, IIIT Delhi, 2024	(Mar,24 – May,24)
Team Lead, Entrepreneur-Summit of IIIT Delhi, 2024	(Jan,24 – Mar,25)
Team Lead, Odyssey, Cultural Fest of IIIT Delhi, 2024	(Oct,23 – Jan,24)
Batch Representative, Student Senate, IIIT Delhi	(Sep,23 – Aug,24)
Member, Entrepreneurship Cell, IIIT Delhi	(Sep,23 – present)

Awards and Achievements

Secured Dan Kohn Scholarship for KubeCon + CloudNativeCon India 2024	(Dec,24)
Neo4j Certified Professional	(Nov,24)
Mathematical Thinking in Computer Science with Honors	(Sep,24)
Runner-Up, DevHaven Hackathon organised by Byld IIIT Delhi	(Feb,24)
40+ Hours of Training on Microsoft Learn	