ANIRUDH SHARMA

Incoming Software Engineer - Swiggy

@ anirudh.sharma14397@gmail.com (+91)-8963032829 linkedin.com/in/anirudh-0829 github.com/Anirudh5

EXPERIENCE

Software Development Intern

Swiggy

May 2018 – July 2018 Bangalore,India

- Built Swiggy's Machine Learning Platform "Vidura" which enables internal teams to seamlessly build, deploy, and operate machine learning solutions at Swiggy's scale.
- Designed to cover the end-to-end ML workflow: manage data (features), train, evaluate, and deploy models, make predictions, and monitor predictions.
- Languages and Libraries used: React, Typescript, Scala.

Teaching Assistant

Digital Logic and Processors

Aug 2017 – Nov 2017 IIIT Hyderabad,India

PROJECTS

Word2Vec

- Built Project aimed to implement Word2Vec algorithms to generate word embedding over plain English text and domain specific data like medical text. The learnt vectors were used to perform a comparative analysis between the information encoded by vectors trained on plain English text and those trained on medical data which verified that such vectors are able to retain domain knowledge and information.

Modeling of Driver Behavior in Uninterrupted Traffic Flow

- Built Project aimed to analyze how multi-agent behavior can be applied to understand the heterogeneous traffic where bots shows emergent behavior on the basis of human driver decision making.

DHCP Server

- Built a DHCP server using Socket programming in Python.

Wiki Search Engine

- Built a search engine that uses 62GB wiki dump to create an index based on sections the word belongs and at last give back the top ranked documents using tf-idf scores for a given query within an avg. of 0.5 seconds.

Mini Sql Engine

- Built a Mini SQL Engine in C++ which was able to parse queries and perform basic SQL operations like SELECT,FROM,WHERE along with aggregate options like max(), sum and also JOINS.

Mini Shell

- Built Mini Shell in C supporting basic commands like ls,echo,cd through fork and exec. Also supports background processes and single handling.

Ultimate 4by4 Tic Tac Toe Bot

- Built an Ultimate 4by4 Tic Tac Toe Bot using mini-max search and alpha beta pruning technique.A heuristic too was developed based on various board positions and dynamic weights according to game situations. A simple system to control attacking/defensive behavior of bot was also developed.

EDUCATION / COURSES

Bachelor of Technology Electronics and Communication

International Institute of Information Technology(IIIT Hyderabad)

Aug 2015 – May 2019

GPA: 7.0/10.0

Step By Step High School

Senior High Secondary

May 2014

Percentage: 88.4%

Ryan International School

High Secondary

May 2012

GPA: 10.0/10.0

ACHIEVEMENTS

- Top 0.4% in 1.5 million students in JEE main and Top 2% in 30k students in JEE Advanced
- Top 5% in ACM ICPC in 10k students
- Head Organizer of LAN Gaming Event(Zombie Zone) of Felicity'17 and Felicity'18
- Member of Apex Body(Head Student Welcoming Body) of IIIT Hyderabad

SKILLS

Languages

C++, TypeScript, React, Scala, Python, JavaScript, MATLAB, LATEX

DBMS and Basic Tools

SQL, Git, Vim, Unity, Blender

COURSES

- Statistical Methods in Artificial Intelligence
- Data Structure
- Algorithms and OS
- Computer System Organisation
- Linear Algebra and Vector Spaces
- Communication Networks
- Speech Technology
- Digital Logic and Processors