Anirudh Sharma

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EDUCATION

IIIT Hyderabad
B.Tech Electronics and Communication
Grad. by May 2019
GPA: 7.8/10.0

Step By Step High School
Senior High Secondary
Grad. May 2014
Percentage: 88.4%

Ryan International School
High Secondary
Grad. May 2012
GPA: 10.0/10.0

SKILLS

Languages:
C++, Typescript, React, Scala, Python,
Javascript, MATLAB, Latex, Verilog
DBMS:
SQL
Platforms:
Linux, Windows
Basic Tools:
Git, Vim, Unity, Blender, Multisim

COURSEWORK

Artificial Intelligence
Data Structure
Algorithms and OS
Computer System Organisation
Discrete Mathematics
Linear Algebra and Vector Spaces
Communication Networks
Game Design and Engineering
Speech Technology
Digital Logic and Processors
Wireless Sensor Networks

ACHIEVEMENTS

Ranks:
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
Positions Held:
Apex Body Member,
Head Organizer of LAN Gaming
event(Zombie Zone) of Felicity'17 and
Felicity'18

EXPERIENCE

Swiggy   May 2018 – July 2018
Software Development Intern   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   Aug 2018 – Nov 2018
Game Design and Engineering   IIIT Hyderabad

Teaching Assistant   Aug 2017 – Nov 2017
Digital Logic and Processors   IIIT Hyderabad

PROJECTS

Modeling of Driver Behavior in Uniterrupted Traffic Flow B.Tech Project
Project aims 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.

News Popularity Prediction
Implemented 2(SVM and Random Forest) machine learning based classification algorithms to classify given news articles in 2(Low/Highly Popular) and 3(Low/Moderate/Highly Popular) classes given a certain no. of features.

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 OS
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 Artificial Intelligence
Built an Ultimate 4by4 Tic Tac Toe Bot using minimax 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.