ARCHIT JAIN

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EDUCATION

B.Tech in CSE

IIIT HYDERABAD

📅 2019 - 2023(Expected)

🎓 CGPA : 8.49/10

SKILLS

Programming Languages

C++   JavaScript   Python   Bash

Frameworks

NodeJs   ReactJs   Express   Django
Flask   FastAPI   OpenGL   ThreeJs
Dash   Bootstrap   jQuery   Pygame

Databases

MongoDb   MySQL   Firebase

Miscellaneous

Git   Linux   MATLAB   Flutter
Object-Oriented Programming   Axios
Agile Methodology   HTML/CSS
Multi-threading   Concurrency

COURSEWORK

- Data Structures and Algorithms
- Operating Systems and Networks
- Design and Analysis of Software Systems
- Computer Systems Organization
- Machine, Data and Learning
- Database Management and Application
- Linear Algebra and Probability

LEADERSHIP ROLES

CLUB COORDINATOR

Astronomy Club, IIIT Hyderabad
May 2021-Present
Organising and managing various club events.

STUDENT MENTOR

IIIT Hyderabad
Manage a week-long online induction program for freshmen of batch 2020.

ACHIEVEMENTS

Codechef Rating	1601 (max)
JEE Main 2019	AIR 128
JEE Advanced 2019	AIR 2128

EXPERIENCE

PRODUCT LABS IIITH

Full Stack Developer | *MERN Stack*   June 2021 – present
- Currently developing a MERN stack based Health Care app, which enables medical organisations in data collection with the help of medical assistance as well as help patients to track their medical reports.
- Developing an admin dashboard for data analyzation, adding authentication for different categories of user as well as handle its weekly deployment on an Ubuntu Server.

BESTIE - Middleman

Android App Developer | *Flutter, Firebase, Agora SDK, Nodejs*   Feb 2021 – Apr 2021
- Created a Flutter-based Android app for a startup, through which users can call verified experts over the Internet to discuss specific topics listed.
- Developed bunch of features such as rating an experts, adding funds to the app's wallet, deducting call charges after disconnection, keeping user activity log, and an algorithm to match user and expert based on number of parameters.

COVIDTODAY - iCART

Frontend Developer | *React, Material-UI*   July 2020 – Sept 2020
- Open-Source contribution for tracking India's response to the COVID19.
- Improved website's frontend and to reduced delay in page rendering by implementing react lazy loading.

OSDG-IIITH

Full Stack Developer | *React, MongoDB,Python, FastAPI*   May 2020 – Aug 2020
- Designed database schema and also developed admin functionality like add an event on their website, upload multiple media files in the event gallery for my college's club website.

PROJECTS

JOB PORTAL *SPRING 2021* | *React, MongoDB, Node, Express*
A platform where job recruiters can post the jobs and applicants can apply for it and allow recruiters to shortlist/reject/accept their application based on applicant's skills and resume uploaded and rate them according to their work.

LINUX SHELL *MONSOON 2020* | *C*
A command-line interface based on the Unix Bash shell. Supports multiple commands per line, signal handling, chained redirection, piping, foreground and background process.

DATABASE DESIGNING AND CLI *MONSOON 2020* | *Python, MySQL*
A database project in MYSQL and has a CLI via python PyMySQL for a Hotel Management Company. It covers all CRUD operations for all entities with Normalization.

MODIFYING THE XV6 OPERATING SYSTEM *MONSOON 2020* | *C*
Tweaked the XV6 Operating System to add several new scheduling algorithms, namely first-cum-first-serve, priority-based and multi-level-feedback-queue, along with a couple of system calls.

MACHINE LEARNING ALGORITHMS *SPRING 2021* | *Python*
Implemented various machine learning algorithms and their concepts as part of my course including, genetic algorithm, linear regression and analysis of bias-variance trends, value iteration, MDP and POMDP.

MULTITHREADED SIMULATIONS *MONSOON 2020* | *C*
Used concepts of multi-threading, mutex locks, semaphores,timed wait and process synchronization to implement real-life systems simulating.

AMONG THEM *SPRING 2021* | *OpenGL, C++*
A game inspired by Among Us where a player has to go from one exit to another in a randomly generated maze by staying away from an impostor who will move towards him from the shortest path possible.

KWAZY BALL *SPRING 2021* | *Python,Numpy*
A terminal-based python game similar to classic DX-Ball with a bunch of different powerups, obstacles and a modular object-oriented design.