

# AFTAB NAIK

Pune, Maharashtra

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aftabnaik1419@gmail.com

LinkedIn

github

leetcode

Codeforces

## EDUCATION

Vishwakarma Institute of Technology

2024 – 2027

B.Tech in Electronics and Telecommunication Engineering - **CGPA - 9.24**

Pune, India

Anglo Urdu Boy's Highschool and Junior College

2020 – 2022

12th Science - Percentage - **83.00%**

Pune, India

## EXPERIENCE

AlgoZenith | Skills – C++, Data Structures, Algorithms

Aug 2024 – Dec 2024

Technical Content Writer Intern

Remote

- Enhanced user learning experience by creating structured and concise technical notes on complex topics.
- Utilized LaTeX for mathematical equations and Notion for organization and provided crisp DSA notes during tight deadlines

Zenith Solutions | Skills – Embedded C++, Arduino

Nov 2023 – Apr 2024

Embedded systems research Intern

Pune, India

- Directly managed and developed 10+ hardware projects (Line following bots, Wall climbing bot, 3D Object Scanner, etc) within a span of 6 months
- Devised a custom dual-channel motor driver circuit, accompanied with library for controlling a stepper motor.

## PROJECTS

VeriDoc (SIH 2024 Project)

github

Techstack – Javascript | NextJS | Web3 | IPFS | ExpressJS

- Created an AI-powered portal to automate validation, reducing verification time
- Used Eth blockchain and IPFS to eliminate single points of failure in document storage

YY-ATE (Terminal based text-editor in C)

github

Techstack – ANSI escape sequences | C

- Designed and implemented a terminal-based text editor in C, reducing memory usage by up to 70% compared to graphical editors, due to its lightweight architecture and absence of GUI dependencies.
- Integrated file-saving functionality and real-time cursor tracking, ensuring seamless editing and navigation in a terminal environment

Chess-Phantasm (Hardware to automate chess move recording)

github

Techstack – Arduino IDE | Embedded C++ | NodeMCU

- Built a prototype inspired by a \$2.5M-funded startup, using Hall sensors to locate chess-pieces
- Designed algorithms to detect player actions, identify moves, and convert them into PGN format for seamless game recording and analysis.

## TECHNICAL SKILLS

Programming Languages: C, C++, SQL, JavaScript

Technologies/Frameworks: NodeJS, ExpressJS, MongoDB, MySQL

Developer Tools: VS Code, Android Studio, Postman, Git, Github

Coursework: Data Structures & Algorithms, Database Management System (DBMS), OOPS

## ACHIEVEMENTS/EXTRACURRICULAR

- AIR 2 in ICPC Preliminary mock contest 2024-25
- Solved 500+ Problems on Codeforces and achieved rank Pupil (Max Rating: 1373)
- 2 star Coder on Codechef (Max Rating: 1555)
- Founded and served as the Vice-president of Saarthi (Committee for F.E. students)
- Algozenith Chapter Lead 2024-2025 (organized events and session related to DSA and Competitive programming)