

Shikher Verma

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Programming Projects and Open Source Contributions

- **Online Information Management App** *under Prof. Manindra Agrawal, since May 2015*
 - **Lead Android Developer**, leading a team of 11 developers since May 2016.
 - Working on a scalable android app, designed in MVVM using Retrofit 2 and Data Binding.
 - Developed registration, login, reset password, profile, multiple channels containing items.
 - Items support html/text/markdown/latex content, attachments, # hashtag and @ mentions.
 - Implemented reddit style comments. And search for channel or item using Elastic Search.
 - Setup Jenkins jobs to build signed release apk and auto publish to Play Store.
 - Automate building and testing of arcanist diffs and landing of accepted diffs using Jenkins.
- **Autonomous Underwater Vehicle** *under Prof. K.S. Venkatesh & Prof. Sachin Shinde, 2014-2017*
 - **Software Team Head**, leading a team of 5 students since August 2015.
 - Built software that completes missions on an AUV. Licensed under BSD license.
 - Achieved 2nd place at national level competition (NIOT-SAVE) in our debut attempt. (December 2016)
 - Using OpenCV for Vision, Robot Operating System for functional design and Gazebo for simulator tests.
 - Set up Travis CI for automating building and deploying Doxygen docs to github gh-pages.
- **Antaragni Festival App** *May 2015 - Oct 2015*
 - Built the Android application for the golden jubilee of Antaragni, cultural festival.
 - Users can view schedule, event details, venue map and contact details of event organizer.
 - Notifications, Result declaration, Reminders are provided through GCM.
 - Licensed under Apache License. App is designed to be usable for other events.
- **Startup Weekend Techkriti** *March 2015*
 - Secured 3rd place; some members of the group founded a startup on the same idea.
 - Developed a prototype app which helps find people to play sports with.
 - After choosing a sport, users could view players on map and chat with all online players.
- **KeyboardNinja Ruby on Rails Game** *October 2016*
 - Online multiplayer typing game. The game is live at keyboardninja.herokuapp.com
 - Developed RESTful APIs for creating, joining games, getting result and updating players current position.
 - Built using Rails, Coffeescript, MySQL, Postgres, AJAX, jQuery and Heroku. Licensed under MIT License.
- **Notable Open Source contributions**
 - Designed 2 customizable website & blog templates for Jekyll. Released under MIT license.
 - html-textview, added support for external image downloading libraries.
 - Materialistic Hacker News, added option to reload saved page if offline data is cleared.

Technical Skills

Languages	Java, C/C++, Python, bash, HTML, CSS, JavaScript
Frameworks/Tools	Android SDK, OpenCV, ROS, Bootstrap, Jekyll, Jenkins, Phabricator, Arcanist
Libraries	Butterknife, DataBinding, Retrofit, Volley, rxJava, Stetho, Dagger

Positions of Responsibility

- **Google Developer Group Lead Coordinator** *2015-2016*
 - Taught more than 15 sessions on Android, including tutorials for Software Architecture (CS654).
 - Guided about 80 people through Google Study Jam and CS for Android online courses.
- **Student Guide** *2015-2016*
 - Helped 7 new students while they familiarize with the rigours of college life.
- **Mentoring Projects**
 - Facilitated 3 students in various robotics club projects.
 - Guided 6 students in programming club project.
 - Member of Navya, FLOSS group. Mentored 5 students in contributing to open source.

Extracurricular activities

- Secured **1st place** in intra-college tournament Josh chess 2015. Part of college chess team 2014.
- All India Rating Chess Tournament 2012, secured 56th place amongst 200 participants.
- Secured **2nd position** in Basketball in Freshers Inferno in 2014, intra-college sports event.
- Secured **2nd position** in Lucknow Zonal BasketBall Championship 2013.