Shikher Verma

3rd year, B.S. Physics, IIT Kanpur

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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

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- 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 player's 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
Frameworks/Tools
Libraries

Java (proficient), C/C++, Python, bash, HTML, CSS (basic), JavaScript (basic) Android SDK, OpenCV, ROS, Bootstrap, Jekyll, Jenkins, Phabricator, Arcanist Butterknife, DataBinding, Retrofit, Volley, rxAndroid, Stetho, Dagger, SDK Manager

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.