

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, user profile, channels that contain posts, settings, search.
 - Posts 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.
- **Autonomous Underwater Vehicle** *under Prof. K.S. Venkatesh & Prof. Sachin Shinde, 2014-2017*
 - **Software Team Head**, lead a team of 5 students since August 2015.
 - Achieved **2nd place** at national level competition NIOT-SAVE in our debut attempt. (December 2016)
 - Using OpenCV for Vision and Gazebo for simulator tests. Built using Robot Operating System.
 - Set up Travis CI for automating building and deploying Doxygen docs to github gh-pages.
- **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 and getting result.
 - Built using Rails, Coffeescript, Postgres and deployed on Heroku.
- **Antaragni Festival App** *May-October 2015*
 - Built the Android application for the golden jubilee of Antaragni, cultural festival of IIT Kanpur.
 - Users can view schedule, event details, venue map and contact details of event organizer.
 - Notifications, result declaration, reminders are provided through FCM.
- **Android C IDE App** *under Prof. Amey Karkare, January-April 2015*
 - Users could write and run interactive C language programs, include standard library.
 - Cross compiled tiny c compiler and libraries for different android architectures.
- **Startup Weekend** *March 2015*
 - Secured **3rd place** for developing 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.
- **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, JavaScript, HTML5, CSS
Frameworks/Tools	Android SDK, AngularJS, Rails, ROS, OpenCV, Bootstrap, Jekyll, Jenkins

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 and 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.