
HARESH KHANNA

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Profile

I am a Computer Science Undergraduate at Indian Institute of Technology, Roorkee, India, graduating in May, 2019. Interested in Web-development, Android Development and Competitive Programming, I have excellent communication skills, both oral and written. I am great in working with others to achieve a certain objective, on time and with great quality. I am eager to be challenged to improve my Computer knowledge and interpersonal skills.

Education

Indian Institute of Technology, Roorkee

Computer Science and Technology

Bachelors in Technology, 2015 - Present

- CGPA: 8.83

DAV International School, Amritsar

PCM

2000-2015

- Senior Secondary - CBSE Percentage: 95.8%

- Secondary - CBSE GPA: 10.0

Work and Experience

Android App Developer, Mobile Development Group, IITR — 2016-Present

I'm currently working as an android app developer in Mobile Development Group, IIT Roorkee. The group works for making android and iOS apps and promoting app development within the campus.

News Editor, WatchOut News Magazine(WoNA), IITR — 2015-Present

I'm a member of the News Bureau in WatchOut, the official news magazine of IIT Roorkee. The magazine covers all major events within the campus, along with any policy changes etc, and also works on literary articles as well.

Volunteer, National Service Scheme (NSS), IITR — 2015-2016

I worked as a volunteer in National Service Scheme running on campus, and contributed actively in all the events organised by NSS like blood donation camps, tree plantation drives, teaching students from weaker economic sections, etc.

Achievements and Awards

- Selected for ACM ICPC Asia Amritapuri Onsite regional 2015.
- All India Rank - 392 in JEE Advanced 2015.
- All India Rank - 1249 in JEE Mains 2015.
- National Talent Search Examination (NTSE) scholarship awardee.
- Kishor Vaigyanik Protsahan Yojana (KVPY) scholarship awardee.
- Qualified CBSE Group Mathematical Olympiad (GMO)(among top 30 in the country) and selected for Indian National Mathematical Olympiad (INMO).
- Selection among state-wise top 1% in National Standard Examination in Physics (NSEP)

Projects

- Multiplayer Bluetooth Game

Made a multiplayer Tic-Tac-Toe game in Native Android which could be played both against a AI or another player who plays on a separate device and the connection is established using bluetooth. The AI was also programmed without using minimax algorithm.

- A game made in gaming framework - libGDX

Made a game in libGDX titled — “Magnetomania” for android platform in which various weapons keep on attacking the position of touch and to keep on playing, player has to dodge all the weapons while keeping the finger on the screen. The game is still in development.

- GPS object tracker

Made an app in Microsoft Code.Fun.Do for Microsoft Universal Platform which can keep track of various objects, where to each objects' location can be added to an online sharable database, supported by Microsoft Azure services, with just a button click.

All my projects are available on GitHub: <https://www.github.com/hareshkh>

Technical Skills

Programming Languages	C/C++, Java, JavaScript, Python, PHP, C#, VHDL
Web Development	HTML, CSS, JavaScript, Jekyll, PHP
Game Development	libGDX, Unreal Engine, Native Android
Operating Systems	Windows, Ubuntu
Utilities	Git, Sublime Text, Android Studio, Microsoft Azure
Platforms	Android, Universal Windows Platform

Relevant Courses

- Fundamentals of Object Oriented Programming
 - Introduction to Computer Science and Engineering
 - Data Structures
 - Mathematics-I
 - Optimisation Techniques
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- Discrete Structures
 - Object Oriented Analysis and Design
 - Computer Architecture and Microprocessors

Areas of Interest

- Algorithms and Data Structures
 - Android App Development
 - Game Development
 - Web Development
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