



ANSHUMAN GOYAL / AIR - 249 (JEE-ADVANCED, GENERAL)

COMPUTER SCIENCE GRADUATE

INDIAN INSTITUTE OF TECHNOLOGY KANPUR

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 <https://goyalansh.github.io/ANSH-Portfolio/>



PROFESSIONAL SUMMARY

To be a part of an organization that offers challenges and provides opportunities to enhance my technical knowledge and skills. To keep myself updated on current trends and technologies that add values to the organization and my career. Ready for new professional challenges and willing to take on dynamic responsibilities.

ACADEMIC BACKGROUND

YEAR	DEGREE/CERTIFICATE	INSTITUTE/SCHOOL
2019	B.TECH, COMPUTER SCIENCE ENGINEERING	INDIAN INSTITUTE OF TECHNOLOGY KANPUR
2013	CBSE 12th	SRI AUROBINDO INTERNATIONAL SCHOOL
2011	CBSE 10th	SRI AUROBINDO INTERNATIONAL SCHOOL

PROJECTS

PROJECT TITLE : Learning Log

DESCRIPTION : Built a web application using **Django framework** called Learning Log . The learning Log home page should describe the site and invite users to either register or log in. Once logged in, a user should be able to create new topics, add new entries, read and edit existing entries through intuitive, user-friendly pages and then log out. Hosted on **AWS EC2 console** and Implemented through **HTML5, CSS, BOOTSTRAP3** and **DJANGO**.

PROJECT TITLE : Game Town

DESCRIPTION : Designed dynamic and browser compatible web games using Front end technologies. **HTML5, CSS3, Advanced Javascript, DOM** manipulation and **Jquery** was used to add dynamic functionality to each module. Hosted the above on **github** and can be played at <https://goyalansh.github.io/Play-Games/>.

PROJECT TITLE : C Compiler

INSTRUCTOR : Prof. Amey Karkare, Department of Computer Sc. Engineering, IIT Kanpur

DESCRIPTION : Designed, Implemented and tested an end to end compiler for C language for **MIPS Architecture**. Used Ply Library (**Python LEX-YACC**) to implement lexer and parser for the same. Implemented **Intermediate and assembly code generator** also.

PROJECT TITLE : Fruit Seller Application

INSTRUCTOR : Prof. Satyadev Nandkumar, Department of Computer Sc. Engineering, IIT Kanpur

DESCRIPTION : **Mobile application** made on **Android Studio** that keeps track of food items sold, available and out of stock. Personal responsibilities included determining customer requirements and ensuring the product met customer needs. Wrote unit tests for mobile code and debugged critical application issues such as crashes, memory leaks, and concurrency problems. Implemented in **JAVA**.

SCHOLASTIC ACHIEVEMENTS

- **JEE-ADVANCED AIR-249(GENERAL)** among **1.5 million students**.
- **First Prize winner** in programming competition **Hackathon** conducted in **techkriti '17 IIT Kanpur**.

TECHNICAL SKILLS

- **Programming Languages** : *Python, C, Java*
- **Scripting Languages** : *HTML, CSS, JAVASCRIPT, BOOTSTRAP3*
- **Indepth knowledge of OOPs concepts.**
- **Databases** : *Postgresql, Mysql*
Excellent SQL skills with extensive experience querying large, complex data sets.
- **Strong hold on Data Structures and Algorithms**
- **Cloud computing services** : *AWS EC2 console, Heruko*
- **Frameworks** : *Django Framework*
- **Distributed Version control system** : *Git, Github*
- **Operating Systems** : *Linux(Ubuntu), Windows 10*