Aayush Bhandari

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EDUCATION

International Institute of Information Technology, Hyderabad

Hyderabad, India

Bachelor of Technology - Information Technology; GPA: 8.51

2020 - 2024

Courses: Operating Systems, Data Structures, Algorithm Analysis and Design, Automata Theory, Machine and Data Learning, Operating Systems and Networks, Databases and Applications

SKILLS SUMMARY

• Languages: Python, C++, JavaScript, SQL, Bash, JAVA, HTML/CSS, Kotlin

• Frameworks: MongoDB, NodeJS, ExpressJS, OpenGl, ThreeJS

• Tools: Docker, GIT, MySQL

• Platforms: Linux, Arduino IDE, Unity, Android Studios

Personal Projects

• Online Shopping Web App:

- A fully functional online store complete with a database for products and payment methods.
- $\circ~$ Built using MERN stack (MongoDB, ExpressJs, React and Node).

• Algorithm Visualizer:

o Created a website using vanilla javascript, HTML and CSS that helped in the visualizing of certain algorithms.

• C-Shell:

• Created a simple Linux shell using C (a part of the "Operating Systems and Networks" course).

• Currency Exchange:

• A project built on **C**, that helps find the most efficient currency conversion path given multiple banks and different conversion rates using Dijkstra's algorithm and then prints out this path.

• Clash of Clans:

- A Clash of Clans clone built purely on vanilla python that can be played on the terminal.
- Uses concept of **Object Oriented Programming** that allows for new types of characters and features to be added as required.
- o Features different modes and character classes as well as a replay function.

• Nautica:

• A 3D game built using ThreeJS involving controlling and fighting ships while collecting treasure.

• "Disco", the mood sensing music player:

- $\circ~$ Used an ESP32 to collect the user's heartbeat and temperature.
- Used to roughly gauge the user's mood and play appropriate music on our website.

EXPERIENCES

• Founder of the IIIT Society for Applied Quantum Computing:

- Created a new club in IIIT Hyderabad as a way to collaborate with students and professors to learn and promote an interest in quantum computing in the college.
- $\circ~$ Organized and conducted lectures on various topic in the field of quantum computing.

• Google Developer Student Club (Android Team):

- o Held classes teaching students on Android Development.
- Organized Android study jams (sponsored by GDSC)

• Entrepreneurship-Cell (Tech team):

- Created and managed websites for the various events organized by the Entrepreneurship-Cell.
- \circ Created servers and bots to be used in the the various

• Cognitive Science Lab (Honors):

• Currently working on a memory prosthetic (for people suffering from memory impairments/dementia) built on Java, for Android systems.

Honors and Achievements

- Placed 7th in the country in the Program for International Student Assessment
- Made the Merit and Dean's List (2 semesters)
- Distinctions in International Benchmark Tests