Kumar Sidharth

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An **analytical programmer** and an aspiring web/game developer seeking an entry level position in the industry.

Education

• Bangalore Institute Of Technology, Bangalore, Karnataka, India

Computer Science and Engineering Undergraduate. (Year of graduation: 2017)

• Shanti Niketan Awasiya Bal Vidyalaya, Muzaffarpur, Bihar, India - 2012

Passed the 12th board exam scoring 72.6% (Central Board of Secondary Education)

• Ramakrishna Mission Vidyapith, Deoghar, Jharkhand, India – 2010

Passed the 10th board exam scoring 9.4 GPA (Central Board of Secondary Education)

Technical Skills

- C/C++, core Java, C#, Shell
- Strong Data Structures and Algorithmsskills
- HTML, CSS, JavaScript, ASP.NET
- Game Development in Unity3d

Achievements and Activities

- 2015 Captained my Cricket teamending as tournament runner up(Hostel Premier League)
- 2015 Organized Call of Duty 4 tournamenton Hostel Day, 5th April
- 2009 Successfully completed my term as Commander of School Karate group
- 2009 2nd best project in the mathematics department, Ramakrishna Mission Vidyapith
- 2008 Black Belt(Dan 1) from "Seigo Kai Karate Do Association of India"

Projects

• April 2016 – Instructor: Asst. Prof. Anjini L., Department of computer science and Engineering, Bangalore Institute of Technology.

Bouncing and rolling Ball | Computer Graphics in OpenGL

Coded in C using OpenGL API's

The Physics Concept of smooth rolling $(\mathbf{v} = \mathbf{r} * \boldsymbol{\omega})$ and **projectile motion** is implemented.

The Ball bounces or rolls on the floor based on the menu on right click of mouse or the keyboard keys.

January 2016 – Instructor: Anoop Kumar, CMC Academy (TCS), Kolkata
 Mess Management System | Java and Oracle SQL

This project helps the user to use database with the help of GUI.

Graphical UI has been made by importing Java Swing class.

The database is made and managed in Oracle SQL

• September – October 2015 - Instructor: Prof. Brain Winn, Michigan State University (through Coursera.org)

Solar System Simulation | Unity3d

The Simulation shows the Earth revolving around Sun and Rotating.

The Moon is revolving around Earth and rotating and the Sun Rotates as well.

Made using Unity Engine

Hobbies

- Playing games on PC
- Playing Cricket
- Surfing the web
- Singing