

Pintu Lal M

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<http://pintulalm.me>

Education:

IIT Bombay

Mumbai, India

B. Tech, Computer Science and engineering

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Entrepreneurship: lefto.com | [Bitbucket](https://bitbucket.org/pintulalm) | [Linkedin](https://www.linkedin.com/in/pintulalm)

- Worked as lead developer and responsible for site development and maintenance.
- Utilized JavaScript and html extensively to improve rendering performance.
- Technologies: PHP, PostgreSQL, jQuery and AWS Linux panel for hosting, CDN Caching.

Android Music Player, Subpart of an Untitled Android app:

- Developed an Android App using Recycler view, Media Store Content provider, List view, Pager, Fragment and android services.
- Made smooth scrolling of list by implementing image caching with Async task.

Internships: Shaastr business unit at Sierra Innovations Pvt Ltd.

- Implemented a cron utility to schedule tasks in real time using threading with shared object.
- Implemented backend registration of user with multiple type, serving data to frontend basic of user type, backend admin panel, database implementation etc.

Projects:

- **Social library:** Build a social library using java servlet, PostgreSQL DBMS, html, Jsp and query language. Implemented signup, login, add user, issue submit add or search book functionally based on users privilege.
- **Chinese checkers:** Implemented Chinese checkers game, in DrRacket (LISP), using functional programming. Used min-max algorithm along with alpha-beta pruning to implement the AI part.
- **Sudoku Solver:** Implemented a Sudoku solver based on an algorithm devised using a human's approach to solve Sudoku. Coded in C++.
- **Virtual Memory Implementation:** Added VM manager to GeekOS, an operating system kernel. Implemented modules for handling process memory allocation, swap space management and page replacement strategies.
- **Artificial Intelligence:** A* search algorithm implementation on 8-puzzle problem to find optimal solution.

Miscellaneous

- Designed and implemented a missile launcher simulation in Box-2D (Physics simulation engine based on OpenGL).
- Implemented a socket chat server with multiple client support in C/C++.

Technical Skills

- C/C++, Android Development, Java, PHP, SQL, Familiar with jQuery, HTML and CSS, PSQL, Python, Django-python, Install Shield