NIKHIL PRAKASH

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Academic Details

Year	Degree	Institute	Percentage/GPA
2016-Present	Bachelor of Engineering	RV College of Engineering, Bangalore	GPA = 3.25/4
2016	Class XII	Narayana Junior College, Hyderabad	97% Mathematics = 98.3%
2014	Class X	DAV Public School, Bandhabahal	GPA = 10/10

Professional Experience

➢ **Product Development Internship** at **Hasura Technologies Private Limited**
May 2017 to August 2017

- Developed **Food Delivery Web Application**. Used **AngularJS**, **Bootstrap** and **CSS3** for the Front End and for Back End **NodeJS**, **PostgreSQL** and **Hasura Platform**.
- Enhanced its performance by **35%** on **mobile devices** and **52%** on **Desktop** (Used **PageSpeed Insights** and **Google Dev Tools** for analysis).
- Collaborated with the Hasura team to **develop** and **debug** the Hasura platform through **GitHub**.

➢ **Open Source Contributor** at **OPPIA.org**
August 2017 to Present

- I love open source and everything about it to its very nature. Responsibilities include **fixing** and **reporting bugs** related to **Speed Improvements** and **Learner Experience**.
- I regularly work on technologies like **Python**, **Google App Engine** and **AngularJS**.

➢ **Campus Ambassador at Internshala**
March 2017 to August 2017

- **Leaded** the **Internshala team** in the college.
- Made students aware of **Internshala's services** and helped them in securing internships.
- **Organized 3 seminars** and other events to promote the **importance of Internships**.

Relevant Projects

➢ **Created Algorithm for Shortest Distance Between People on Social Networks**

This project is about efficiently computing the Shortest Distance between people on a social network, which is a very important input to the algorithm for "**Friend Suggestions**" on Facebook, Twitter etc. Created a **Modified Bidirectional Dijkstra Algorithm** to compute the Shortest Distance **1000 times** faster than the classical **Dijkstra Algorithm** for both directed (used by **Twitter**: (u, v) means u follows v) and undirected (used by **Facebook**: (u, v) means u and v are friends) graphs.

- ➢ **Developed Tic Tac Toe Game using Minimax AI Algorithm**

  Developed the famous **Tic Tac Toe game** using **Minimax AI Algorithm**. Used **Tree Data Structure** to represent **game states** and applied the basic approach to assign a **numerical value** to a move based on whether it will win, lose or draw.

- ➢ **Developed Twitter Bot**

  Developed a **NodeJS web server application** which is response to different streams of my twitter account, like post a tweet when someone follows me etc. I have used **twit package** as a **middleware**.

Skills

- ➢ **Programming Languages:** C, C++, Python, HTML5, CSS3, JavaScript, Shell Scripting
- ➢ **Libraries/Frameworks:** Bootstrap, jQuery, AngularJS, NodeJS, ExpressJS, C++ STL
- ➢ **Platform:** Linux, Android, Microsoft Windows
- ➢ **Software/Tools:** MATLAB, Google Dev Tools, Page Speed Insights, Linux CLI, Vim

Relevant Courses Taken

- Introduction to Mathematical Thinking --- Stanford University
- Mathematics for Computer Science (6.042) --- Massachusetts Institute of Technology
- Discrete Mathematical Structures --- IIT Madras
- Introduction to Algorithms (6.006) --- Massachusetts Institute of Technology
- Single Page Web Applications with AngularJS --- Johns Hopkins University
- Introduction to Linux --- Linux Foundation
- Data Structures and Algorithms Specialization(Present) --- UC San Diego
- Introduction to Theoretical Computer Science(Present) --- Udacity

Accomplishments

- Ranked 62 in the NIT Jalandhar Coding Contest organized on Hackerearth.
- Bronze Medalist at University CodeSprint 3 organized by HackerRank.
- Selected and attended International Olympiad in Informatics Training Camp (IOITC).
- Participated in Asia-Pacific Informatics Olympiad.
- Ranked among top 1000 in the HackerRank Mathematics Community.

Conferences

- Will attend the 2nd International Conference on Computational Systems and information Technology for Sustainable Solution (CSITSS – 2017).