

Parimal Prasoon

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EDUCATION

VIT BHOPAL UNIVERSITY

B.TECH IN COMPUTER SCIENCE AND
ENGINEERING

Expected May 2021

WORK EXPERIENCE

GOHIRED | TECHNICAL CONTENT CREATOR

Oct 2019 – Jan 2020 | Remote
Internship

- Created articles and tutorials on algorithmic questions asked in technical interviews.

VIT BHOPAL CODECHEF CHAPTER | PROBLEM SETTER

Oct 2018

- Organized programming contest Co-Decode for the college Codechef chapter.

LINKS

GitHub:// [Parimal7](#)
 LinkedIn:// [parimal7](#)
 Codechef:// [parimal7](#)
 HackerEarth:// [@parimal_7](#)
 HackerRank:// [pairmal7](#)

COURSEWORK

- Data Structures and Algorithms
- Operating Systems
- Artificial Intelligence
- Computer Networks
- Database Management Systems
- Design and Analysis of Algorithms
- Software Defined Networks

SKILLS AND INTERESTS

Programming Languages

C • C++ • Python • Java • JavaScript

Tools

Vim • CMake • \LaTeX • Git • Heroku

Frameworks

Django • SFML

Databases

MySql • SQLite

TECHNICAL PROJECTS

RAW IMAGE PROCESSOR | DIGITAL IMAGE PROCESSING | GITHUB LINK

- Built a C++ application which converts RAW file format generated by digital cameras into a bitmap file.
- Implemented linear interpolation for debayering the RGB image.
- Added dynamic linking to reduce executable file size.
- Created a CMake script to build the full project.

CHESS BOT | ARTIFICIAL INTELLIGENCE | GITHUB LINK

- Built a chess playing bot in JavaScript. Used libraries chess.js for move generation and chessboard.js for board visualization.
- Implemented mini-max algorithm for decision making, searching up to a depth level of three.
- Optimized the algorithm using alpha-beta pruning.

PORTFOLIO WEBSITE | WEB DEVELOPMENT | WEBSITE LINK

- Created a portfolio / blog web application from scratch using the Django framework.
- Integrated markdown editor for better text editing and rendering through Django admin.
- Deployed the site on Heroku.

SQLITE-CLONE | DATABASES | GITHUB LINK

- Programmed a database from scratch in C programming language.
- Added persistence to disk and cursor abstraction for tracking rows.
- Implemented B+ tree from scratch for efficient insertion and searching.

PATHFINDING VISUALIZER | ALGORITHMS | GITHUB LINK

- Created a desktop application to find shortest path from source to destination in a given map.
- Implemented Dijkstra's and A* algorithms from scratch for pathfinding using C++.
- Built the graphical user interface using SFML.

WEB SERVER | COMPUTER NETWORKS | GITHUB LINK

- Implemented a simple web server in Python that can handle concurrent connection requests.
- Added Python Web Server Gateway Interface support.
- Solved the problem of zombie processes by implementing a signal handler and wait system call.

PROGRAMMING COMPETITIONS

2020	19 th /630	Data Structures and Algorithms, HackerEarth
2019	543 th /20,000+	Codechef August Long Challenge, 2019
2019	223 th /6,000+	Codechef May Long Challenge, 2019