

# PRANAY BANSAL

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## EDUCATION

<b>B.TECH. COMPUTER ENGINEERING</b>	<b>2018-22</b>	<b>DELHI TECHNOLOGICAL UNIVERSITY</b>	<b>9.2 (CGPA) Till 5th Sem</b>
<b>CBSE CLASS XII</b>	<b>2017-18</b>	<b>N.K. BAGRODIA PUBLIC SCHOOL</b>	<b>92.2%</b>
<b>CBSE CLASS X</b>	<b>2015-16</b>	<b>N.K. BAGRODIA PUBLIC SCHOOL</b>	<b>10 (CGPA)</b>

## INTERNSHIPS

**TECHNICAL CONTENT DEVELOPER AND REVIEWER CONTRACT | INTERVIEW KICKSTART** **AUGUST 2020 - PRESENT**

Interview Kickstart is a US-based startup which offers courses to train engineers for their Interviews. Working on a contract basis for the Interview prep school to develop and review Data Structures and Algorithms content.

**TEACHING ASSISTANT | GEEKSFORGEESKS** **AUGUST 2019 - MAY 2020, JULY 2020 - PRESENT**

Solved **2000+** queries on the Discussion Portal while working as an Online Teaching Assistant for various batches of Data Structures, Algorithms and Competitive Programming.

**TECHNICAL CONTENT DEVELOPER INTERNSHIP | INTERVIEW KICKSTART** **DEC 2020 - DEC-2020**

After evaluating my work as a contract worker, Interview Kickstart hired me as their first ever intern in their Content Development Team. I was responsible for developing Data Structures and Algorithms content and also worked on a Project to decide and implement the Code Stubs for various advanced Data Structures in 10 languages.

**PROBLEM SETTER INTERN | GEEKSFORGEESKS** **MAY 2020 - JULY 2020**

Created new Data Structures & Algorithms problems for GeeksforGeeks Practice Platform and reviewed/improved the existing problems. Worked on **200+** Problems.

**PROBLEM REVIEWER AND MODERATOR | GEEKSFORGEESKS** **MARCH 2020 - MAY 2020**

Was responsible for Reviewing and Improving the Data Structures & Algorithms Courses, Problems as well as Articles for GeeksforGeeks. Rectified **300+** Problems.

## ACADEMIC PROJECTS

**REALTIME BURGER ORDER TRACKER WEB-APP**

Created a Pizza order tracker web-app using **NodeJs**, **Express** and **MongoDB**. This app consists of a **authentication** system along with the real-time tracking of the Pizza orders using **Socket.io**.

**THE GREAT COLOR GAME**

The game tests whether you can identify the given RGB-ratio from a group of 3 or 6 (easy or hard mode) color options that slightly differ from each other. Used **HTML**, **CSS** and **Javascript**.

**CARTPOLE GAME AI-AGENT**

Used **Reinforcement Learning** to train an AI-Agent to play the Cartpole-v0 Game with a High Score of 199/200.

**EMOJI PREDICTION**

Extracted meaningful expressions from a text and generated the most suitable emoji. Trained the model using **Transfer Learning** and **LSTM**.

## ACADEMIC PUBLICATIONS AND AWARDS

Co-authored a Research Paper titled "**Software Defect Prediction Using Dimensionality Reduction and Deep Learning**" which got published in the **IEEE**-sponsored "3rd International Conference on Intelligent Communication Technologies and Virtual Mobile Networks" (ICICV-2021).

Max Rated **Expert** on Codeforces (Max Rating **1710**)  
Max Rated **4-Star** on Codechef (Max Rating **1977**)  
Global Rank **938** **Google** Kick Start Round D 2020  
Global Rank **159** | College Rank **6** Codechef COOK116B  
Global Rank **185** | College Rank **10** Codechef LTIME75B  
Global Rank **678** Codeforces Round #629 (Div-3)  
College rank **3** on GeeksforGeeks Practice  
Global Rank **823** (out of 55k+) in TCS CodeVita 2019 Round-1

## SKILLS

**PROGRAMMING**

C/C++  
Python  
HTML  
CSS  
Javascript  
NodeJs

**FRAMEWORKS/LIBRARIES**

Express  
Bootstrap  
jQuery  
Socket.io  
Passport  
NumPy  
Pandas  
Scikit-Learn  
OpenCV  
Keras

**COURSEWORK**

Algorithm Design and Analysis  
Data Structures  
Object Oriented Programming