Aryan Jain

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EDUCATION

IIIT HYDERABAD
B.Tech. in Computer Science
Aug 2019 - May 2023
Hyderabad, India
CGPA: 8.32 / 10.0
Max GPA: 8.67 / 10.0

AKLANK PUBLIC SCHOOL
Senior Secondary
2018 - 2019 | Kota, Rajasthan
CBSE XII Board: 92.60 %

COURSEWORK

- Data Structures & Algorithms
- Operating Systems & Networks
- Database Management & Applications
- Machine Data & Learning
- Design & Analysis of Software Systems
- Computer Graphics
- Probability & Statistics
- Linear Algebra

SKILLS

LANGUAGES & SCRIPTING
- C • C++
- Python • HTML5
- Javascript • Bash

FRAMEWORKS
- Node.js • React
- Express • Bootstrap

MISCELLANEOUS
- MySQL • MongoDB
- Git • Three.js(WebGL)
- OpenGL • Latex

ACHIEVEMENTS

- Ranked **1480** in *Google's Kickstart Round D 2021*.
- Qualified to Round2 for *Facebook Hacker Cup* and to Round1 for *Google's CodeJam*
- Secured AIR **841** in *JEE Mains 2019*.
- Secured AIR **2112** in *JEE Advanced 2019*.
- *KVPY Fellowship* awardee in *2018*.
- Qualified for *NTSE Stage-2* in *2016*.

COMPETITIVE CODING

- Reached a peak rating of **1715** on CodeChef and **1511** on Codeforces.
- *CodeChef handle: rockarya_iiith*
- *Codeforces handle: Rockarya_ IIITH*

EXPERIENCE

EBOOK READER & TRANSLATOR | Full Stack Dev. Intern
Jan 2021 - Apr 2021 | Product Labs of IIIT Hyderabad
- A *MERN* webapp co-built by me with my team-mates in collaboration with Product Labs of IIIT Hyderabad, that can translate an uploaded English book PDF to Hindi/Telugu language.
- Implemented cookie based authentication system, PDF rendering to front-end, the task of front-end beautification and integrated back-end to the front-end with my team.
- Hosted Website:- *eBook Reader & Translator*

SELECTED PROJECTS

WIKIPEDIA SEARCH ENGINE | Aug 2021 - Sep 2021 | Python

- Developed a *scalable* search engine on 80GBs of XML wiki dump with search time less than 6 seconds.
- Applied *merge-sort* to create scalable inverted index and ranked documents according to their *tf-idf* scores.

BRICK BREAKER GAME | Feb 2021 - Mar 2021 | Python

- Built an arcade terminal-based game(similar to classic brick breaker), following *OOPS* concepts.
- Used classes and objects to write modular code, therefore making it extensible to new features.

C SHELL | Aug 2020 - Sept 2020 | C

- Created a Unix based *CLI* interface using syscalls, which supports multiple commands per line, chained redirection, piping, signaling etc.

CONCURRENCY | Oct 2020 | C

- Used concepts of *Multi-Threading, Mutex locks, Semaphores & Process Synchronization* to implement the concurrent simulation of 2 real life systems: *Event Management and Vaccine Production & Distribution*.

COACHING DATABASE | Sept 2020 - Oct 2020 | MySQL, Python

- Developed a terminal based Database Management System, for Coaching Industry using MySQL and built a *CLI* using Python PyMySQL.
- The CLI covers all *CRUD* operations along-with special query functions like min/max/sex-ratio etc.

MACHINE LEARNING ALGORITHMS | Spring 2021 | Python

- Implemented various Machine Learning Algorithms & Concepts including *Genetic Algorithm*, *Linear-Regression & Analysis of Bias-Variance trade-off*, *Value Iteration Algorithm & Linear Programming*, and *POMDPs & SARSOP*.

JOB PORTAL | Jan 2021 | React,MongoDB,Node,Express

- Developed a Web Application following *REST* principles based on *MERN* stack.
- Recruiters from various companies can create job listings based on their requirements whereas applicants have the option to apply for different job profiles.