

# Aryan Jain

rockarya.github.io

aryan.jain@students.iiit.ac.in

+91-8824695093

@Rockarya

in/Aryan Jain

## EDUCATION

### IIIT HYDERABAD

B.TECH. IN COMPUTER SCIENCE

Aug 2019 - May 2023

Hyderabad, India

CGPA: 8.32 / 10.0

### AKLANK PUBLIC SCHOOL

SENIOR SECONDARY

2018 - 2019 | Kota, Rajasthan

CBSE XII Board: 92.60 %

## COURSEWORK

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

## 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 Round 1 for both *Google's CodeJam* & *Facebook Hacker Cup*.
- 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

### 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.

### 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.

### 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*.

### 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.

### MODIFIED-XV6 | Oct 2020 | C

- Tweaked the xv6 OS and added few system and user calls.
- Also implemented 3 scheduling algorithms: **FCFS**(First Come First Serve), **PBS**(Priority Based Scheduling) & **MLFQ**(Multi-Level Feedback Queue).

### 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.

### AMONG US | Mar 2021 | C

- Designed an interactive game inspired from Among Us, using the **OpenGL** API, where the crewmate(player) needs to collect all the power-ups and reach exit meanwhile saving itself from the imposter(enemy).