SANDEEP PRADHAN

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Sandeep-Pradhan | Sandeep-Pradhan

EDUCATION

B.Tech CSE
Indian Institute of Information Technology, Vadodara
2017-2021 | CPI: 8.18

Intermidiate/+2
Odm Public School (CBSE), Bhubaneswar
2014-2016 | Percentage: 93%

Secondary Education (10th)
Stewart School (ICSE), Bhubaneswar
2014 | Percentage: 87.1%

SKILLS

Areas of Interest:
Full Stack Development, Data Structure and Algorithms

Programming Languages:
C, C++, Java, Python, Matlab/Octave, HTML, CSS, JS, PHP

Framework and Utilities:
React.js, Django, Firebase, React-Native, Git, Latex

Database:
MongoDB, PostgreSQL, MySql

PROJECTS

Path Visualizer
- Objective: To visualize the path of different graph algoritms between source and destination node.
- It has features like path animations, pre-made maze insertion and easy addition of wall/path-blockers.
- Path visualizion of algorithms like Dijkstra, A*, Bfs, Dfs were implemented
- ReactJs was used to make this application.

Fashion Rental Web-Application
(Guide: Prof. Kaushik Mondal, Oct'19-Dec'19)
- Objective: Build an online platform for users to buy premium fashion items at a fraction of its original price.
- Major focus was its UI and cross product synchronisation of both date availability and date selector.
- Built it with a team of 4 members using React as frontend framework and Firebase as backend.

Period Tracking and Napkin Delivery
(Guide: Prof. Jay Prakash, Aug'19-Nov'19)
- Objective: To track the period cycle from various factors and implement the napkin delivery system within it.

- Built the Android Application using ReactNative as Frontend with a team of five members.
- Built the whole project from software engineering point of view.

Database System for e-wallet payment services

(Guide: Prof. P M Jat, Jan'19-Apr'19)

- Objective: To develop the proper database system for e-wallet services.
- Well planned ER-diagram, Relational Schema and Complex Query Related to the wallet services solved.
- Built it with a team of 3 members using postgreSql as the database system.

Paymento

(Guide: Prof. Naveen Kumar, Jul'17-Nov'17)

- Objective: Build an C application for online payment wallet services.
- It has features like sending money, receiving money notification, adding money, giving feedback.
- Major challenge was the interface of wallet money transaction between different users in cloud.

Chess game in Java

- Objective: To build a 2 player based chess game which implements basic OOPs concepts in java.
- The class design and requirement analysis was done as a part of Object Oriented Analysis and Design Course.
- Actual implementation was done as a part of Paradigms of Programming Course.

Other Projects

- **KidZino** : C++ Application for kids which has both study resources and games with a simplistic UI.
- **Dice Game** : Interactive two players based dice game made in JavaScript.
- **Video Streaming App** : Twitch video streaming website clone using ReactJS.
- **Budget Calculator** : JavaScript Application to help users in managing their monthly budget spending.
- **Attendance Helper** : Php based web application to help taking attendance by providing various simpler ways.

ACHIEVEMENTS

- Solved more than 1000 problems on various Competitive Programming sites.
- ACM ICPC 2019 Regionals with a team of 3 members.
- Google HashCode 2020 All India Rank 32 and overall 490 with a team of 3 members.
- CodeChef Snackdown 2019 Pre Final Round with a team of 2 members.
- CodeChef Highest Rating 1992(4 star), Username-sandep_pradhan.
- Hackerrank Contest Rating 2114.17(97.96 Percentile), Username-Sandeep_Pradhan.
- Won 2nd Prize for writing most numbers of CP editorials(202) for the month of March 2019 at StopStalk.
- Won the prize for Best hackathon idea by a First Year team with a team of 5 at HackIIITV.

HOBBIES

- Solving Competitive Programming Problems.
- Playing Cricket and Chess.
- Internet Surfing