

Shikhar Jaiswal

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EDUCATION

IIT PATNA

B.TECH. IN COMPUTER SCIENCE AND ENGINEERING

2016 - Present | Patna, India
 CPI: 8.47 / 10.0

TAGORE INTERNATIONAL, EOK

INTERMEDIATE/+2

May 2016 | New Delhi, India
 CBSE : 93.60 / 100

MATRICULATION

May 2014 | New Delhi, India
 CGPA: 10.0 / 10.0

COURSEWORK

COMPUTER SCIENCE

Programming and Data Structures + Lab
 Algorithms + Lab*
 Switching Theory + Lab**
 Innovative Design Lab**

MATHEMATICS

Real Analysis
 Linear Algebra and ODE
 Complex Analysis and PDE*
 Discrete Mathematics*
 Probability Theory and Random Processes**

MOOCS

Algorithms (Coursera)
 Software Debugging (Udacity)
 Software Testing (Udacity)

(*) courses to be completed by November 2017

(**) courses to be completed by May 2018

TECHNICAL SKILLS

PROGRAMMING

Proficiency:

C • C++ • Python • Cython

Familiarity:

JavaScript • SQL

LIBRARIES AND TOOLS

CMake • MATLAB • SymPy

GNU Octave • OpenCV

• NumPy • Git

EXPERIENCE

GOOGLE SUMMER OF CODE 2017 | SyMPy

May 2017 – Present | Mentors: Isuru Fernando and Sumith Kulal

- Improved overall infrastructure of *SymEngine*, a fast standalone Computer Algebra System (CAS) written in C++, and its Python wrapper, *SymEngine.py*.
- Introduced the use of SymEngine as an optional core for *SymPy*, a popular symbolic manipulation engine in Python, and *PyDy*, a multi-body dynamics tool-kit.
- Implemented the support for Relational operators and NaN data type in SymEngine, along with improvements to the Continuous Integration (CI), and increasing the code coverage of the entire library.

PROJECTS

GESTURES ALIVE | GESTURE RECOGNITION PACKAGE

July 2017 - Present

- Used Python libraries OpenCV and NumPy to build a gesture recognition app.
- Used web-cam to detect hand, and track its lateral movements to record gestures.

LET'S FOOTBALL | DESIGN-PATTERN BASED GAME ENGINE

May 2017- June 2017

- Programmed a Football Game Engine in C++ to simulate object interactions of a football game.
- Identified and solved design problems associated with Football, Players and Team Strategy using Observer, Decorator and Strategy patterns respectively.
- Implemented RCP support for resource management and garbage collection.

ENIGMA STEGANOGRAPHER | STEGANOGRAPHY TOOL

February 2017 – March 2017

- Implemented the well known 1930 Enigma I Cipher (used by the Axis Powers in World War II) in C++.
- Enhanced capabilities by adding additional military plug-board support and increasing the number of encrypting mechanical rotors.

ALIENS AHOY! | A SPACE SHOOTING GAME

October 2016

- Developed a 2-D space shooting game in Python(3.5.2), using the Pygame Library.
- Implemented special features for raising difficulty at each new level.

HONOURS AND ACHIEVEMENTS

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|------|---|
| 2016 | Secured 98.71 percentile in JEE Advanced among 0.2 million candidates |
| 2016 | Secured 99.54 percentile in JEE Main among 1.2 million candidates |
| 2016 | Secured 99.13 percentile in National Entrance Screening Test (NEST) among 40,000 candidates |
| 2016 | Recipient of Kishore Vaigyanik Protsahan Yojana (KVPY) Scholarship |
| 2013 | Recipient of CBSE Award for Community Service - Human Rights and Social Equality |