Utkarsh Maheshwari

Ardent open source supporter. Believer of readable, reusable and maintainable code. Principle over Pragmatism.

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EDUCATION

BITS Pilani, Goa Campus — *Computer Science*

Graduating in 2019
CGPA: 6.3 / 10

Ursuline Convent School, Greater Noida — *CBSE*

12th - 2015 : 91.8%
10th - 2013 : 9.6 / 10

EXPERIENCE

All India Institute of Medical Sciences, Bhopal — *Intern*

JUNE / JULY, 2016

github.com/BitsAiims2017

- Worked on the backend of the webapp for inventory and medical report management.
- My work on the app was to create a REST api which was integrated later into the front-end.
- The app was made with security being the topmost priority which I was also responsible for.

PROJECTS

Synergy

NOVEMBER 2017 - PRESENT

github.com/UtkarshMe/Synergy-linux

- An application to sync Android and Linux notifications with each other when connected to the same local network, written in **C**.
- The project features a standard **CMake** build system, with plugins which can be built and installed independent of the app.
- The app is extensible through third party plugins as **Dynamic Shared Objects**. The app provides an API for the same.
- The app is built upon an event based system, which makes it easier for devs to write **plugins**.
- The app uses **POSIX Threads** to utilize full CPU potential.

SKILLS

Languages:

C	★★★★
NodeJS	★★★★
Bash/Zsh/Shell	★★★★
SQL	★★★
MongoDB	★★★
C++	★★
Java	★★
Assembly	★★★★
LaTeX	★★★
PHP	★★
HTML/CSS/JS	★★★

Workflow/Automation:

Unix/Linux	★★★★
Make/CMake	★★★★
Git/GitHub	★★★★
Vi/Vim	★★★★

Frameworks/APIs:

ExpressJS	★★★★
Ncurses	★★★★
Mocha/ChaiJS	★★★
Bootstrap	★★★★

Tools:

Docker	★★★
GIMP/Inkscape	★★★

LANGUAGES

English, Hindi, Spanish (can read)

A Vim Story

AUGUST 2017 - PRESENT

github.com/UtkarshMe/a-vim-story

- A **ncurses** based 2D (*bomberman*-like) game to help ease into the famous steep learning curve for the **Vi/Vim** text editor, written purely in **C** language.
- The game uses the Vim key bindings to advance to the next level.
- The project features a standard **CMake** build system.
- The project also uses **Doxygen** for automate the task of documentation generation.

Bitsnet Login

FEBRUARY 2017

github.com/UtkarshMe/BitsnetLogin

- A full-featured, command line application for logging into the captive portal at BITS, Goa.
- The application is written in **bash** with native notification support via **libnotify**.
- It features a **make** build/install system and a **bitsnetrc** file which facilitates easy configuration.

Resume LaTeX

OCTOBER 2017

github.com/UtkarshMe/ResumeLaTeX

- A templating engine for generating resumes in **LaTeX** which can be converted to PDF, HTML etc.
- There are two built-in themes namely, simple and fancy.
- The project has the capacity to extend with more themes written independently and later plugged.

PacAadmi

SEPTEMBER 2017 - PRESENT

github.com/UtkarshMe/PacAadmi

- A **ncurses** based clone of the famous Pac-man game written from scratch in **C**.
- The project features a **Cmake** build system.
- The game is expected to work with user configurable key-bindings and settings.

Tic Toc

DECEMBER 2016

github.com/UtkarshMe/TicToc

- A quiz-like web based game written for the BITS Goa tech fest - Quark '17.
- Unique features included: timed questions, leaderboard, news board, admin panel.
- The app was written in **NodeJS**, **Express**, **MongoDB** and **PassportJS** with **Bootstrap** for frontend.
- The event went on for 9 hours from 10:00 pm to 5:00 am with a participation of 200 people.

Wolf of Wallstreet

DECEMBER 2015

github.com/UtkarshMe/WolfOfWallstreet

- A web based online stock simulation with real time buying/selling written for BITS Goa tech fest in 2016.
- Unique features included: logging of each transaction, close to real-world simulation, news board.
- The app was written in **PHP**, **MySQL** and **HTML**, **CSS** and **JavaScript** for frontend.
- The event went on for 3 days with zero downtime.

- List of other minor projects can be found here: utkarshme.github.io/projects.

POSITIONS OF RESPONSIBILITY

Founding member, Open Source Development Labs

JANUARY 2017 - PRESENT

- Was one of the first few members of the open source development team on the campus.

Lead graphic designer, Department of Creative Works

2015 - 2017

- Led the graphics designing team of 7 members.
- Also had the opportunity to teach junior mentees.
- Mainly worked on **GIMP** and **Inkscape**.

Graphic designer, Department of Publicity and Public Relations

2015 - 2016

- Was a member of the graphics designing team for all the three fests in BITS Goa.