

# 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](https://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

### **A Vim Story**

AUGUST 2017 - PRESENT

[github.com/UtkarshMe/a-vim-story](https://github.com/UtkarshMe/a-vim-story)

- A **ncurses** based 2D (*bombberman*-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.

## SKILLS

### Languages:

C	★★★★
NodeJS	★★★★
Bash/Zsh/Shell	★★★★
SQL	★★★
MongoDB	★★★
C++	★★
Java	★★
Assembly	★★★★
LaTeX	★★★
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)

## Bitsnet Login

FEBRUARY 2017

[github.com/UtkarshMe/BitsnetLogin](https://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](https://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](https://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](https://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](https://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](https://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.