

Utkarsh Maheshwari

Aspiring Software Engineer. Ardent Open Source Supporter.
[utkarshme.github.io](https://github.com/utkarshme) | utkarshmeg6@gmail.com

EDUCATION

BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCE, PILANI

B.E. IN COMPUTER SCIENCE
 CGPA: 6.7 / 10.0
 2019 | Goa, India

URSULINE CONVENT SCHOOL

Percentage: 91%
 2015 | Greater Noida, NCR, India

LINKS

Github:// [utkarshme](https://github.com/utkarshme)
 Twitter:// [utkarshme96](https://twitter.com/utkarshme96)
 LinkedIn:// [utkarshme96](https://www.linkedin.com/in/utkarshme96)

SKILLS

LANGUAGES

Proficient:

C • NodeJS • Shell

Working knowledge:

C++ • Java • Python • Lua •

Scala • Assembly • Web Tech •

PHP • SQL • MongoDB • LaTeX

TOOLS

Vim • Linux • Git • Docker •
 Make/Cmake • TravisCI

EXTRA CURRICULAR

OPEN SOURCE CONTRIBUTIONS

Neovim • Elementary Tweaks • Gnome
 Todo • BaremetalOS

HOBBIES

Literature • Philosophy • Music
 Production • Graphics Design

SOCIETIES AND DEPARTMENTS

Open Source Development Labs •
 Department of Creative Works •
 Department of Publicity and PR

RECOMMENDATIONS

SUBHASIS BHATTACHARYA

Director - Software Engineering
 PBSWorks, Altair Engineering

EXPERIENCE

PBSWORKS, ALTAIR ENGINEERING | SOFTWARE ENGG. INTERN

Jul 2018 - Dec 2018 | Bangalore, India

- Led and completed the project for adding support in Apache Spark to use PBSPRO as a cluster workload manager.
- This allows running Big Data and HPC jobs on single cluster.

NEOVIM | GOOGLE SUMMER OF CODE STUDENT

May 2018 - Aug 2018 | Remote

- Improved external UI protocol to allow applications to provide "vim-mode".
- Work done during the whole period: github.com/neovim/neovim/issues/8320

AIIMS BHOPAL | SOFTWARE ENGG. INTERN

Jun 2018 - Jul 2018 | Bhopal, India

- Wrote the backend for a webapp for medical reports and inventory management.
- Automated documentation, testing: github.com/BitsAiims2017/api

PROJECTS

JAZZ | OS DEVELOPMENT

github.com/utkarshme/Jazz

Jazz is a hobby OS in its early stages written from scratch as a proof of concept to understand OS by doing.

UDT PROTOCOL IMPLEMENTATION | NETWORK PROGRAMMING

github.com/UtkarshMe/udt-c

An implementation of the UDP-based Data Transfer (UDT) protocol in C. UDT is a much faster data transfer protocol than TCP with a socket interface just like TCP.

SYNERGY | NETWORK PROGRAMMING

github.com/UtkarshMe/Synergy-linux

An application to sync Android and Linux notifications when connected to the same local network, written in C and allows extension through plugins.

A VIM STORY | LOW GRAPHICS GAME DEVELOPMENT

github.com/UtkarshMe/a-vim-story

A ncurses based 2D (bomberman-like) game to learn Vi/Vim, written purely in C language with LibNcurses, CMake, Doxygen.

WRITE. RUN. TWEAK. | GAME DEVELOPMENT

github.com/UtkarshMe/WRT

A game submission for GitHubGameOff 2019 game jam written in Lua and LOVE2d.

MICRO-C COMPILER FRONTEND TO LLVM | COMPILER

github.com/UtkarshMe/uc-to-llvm

Parser for micro-C (a subset of C language) which generates LLVM IR.

DOCKER PRIVATE NETWORK | DOCKER

github.com/UtkarshMe/docker_private_network

Proof of concept network private to docker containers connected to docker swarm.

BITSNET LOGIN | SHELL SCRIPTING

github.com/UtkarshMe/BitsnetLogin

A command-line application for automating logging into campus internet portal.