

Yash Kumar Verma

Microsoft Student Partner, TechSmith Influencer, Google Code-In Finalist

OBJECTIVE

To solve real world problems, by exploring diverse fields and trying out new languages and technologies. Always up to learn and try, never afraid to fail.

EDUCATION

VIT University, Vellore - (<i>B. Tech CSE with Business Systems</i>)	2019-2023
Doon International School, Dehradun (<i>Grade IX-XII</i>)	2014-2018
Convent of Jesus and Mary, Hampton Court (<i>Grade VI-VIII</i>)	2011-2014

EXPERIENCE

Core Committee Member

- Current

Jan 2020

ACM (*Association for Computing Machinery*)

- Guide Junior Members, work on realtime community projects

Student Partner

- Current

Sept 2019

Microsoft, VIT Vellore

- Learning from Microsoft's Resources
- Organize Meetups, support OSS Community

Influencer

- Current

Sept 2019

Tech-Smith Corporation, VIT Vellore

- Create digital content, tutorials and 'How-to's.

Google Code-In Mentor

Jan 2019

Nov 2018-

Google

- Guide and help participants in completing tasks
- Access, Judge and Mentor OSS Contributions

Project Maintainer

Current

Nov 2018 -

Foss Asia

- Review code commits, pull requests and handle issues
- Maintaining Labyrinth, a maze game written in JavaScript

School Captain

2017- Mar 2018

April

Doon International School

- Lead the prefectorial board with 30 members.

Student Co-Ordinator

Entrepreneurship Cell, IIT Kharagpur

May 2017

- Coordinated workshop on "Ethical Hacking" at Doon International School, Dehradun at TECHVRIDDHI'17 in association with Entrepreneurship Cell, IIT Kharagpur.

Campus Ambassador

2017- Mar 2018

April

Hacker Earth, Doon International School

- Organized programming contests

- Lead the IT club

Student Lead

April

2017- Mar 2018

Trojan Horses CS Club, Doon International School

- Lead the School Programming Club
- Organized workshops on game dev and OSS.

Vice President

April

2017- Mar 2018

Interact, Rotary International

- Lead the Social Service Club in collaboration with Rotary Int.

Student Lead

Aug 2016-

May 2017

DIS Debate Club, Doon International School

- Lead the School Debate Club
- Participate in interschool debates and competitions.

HONORS AND AWARDS

Learn to Augment Winner

Aug

31, 2019

Association for Computing Machinery: VIT Chapter

- Created an snapchat filter in record time which masks face and converts it to a 'joker' face. Out of about 250 participants,

Techvridddhi 2018 Finalist

Feb, 2018

IIT Kharagpur

- Invited as a finalist to TechVridddhi Finals in IIT Kharagpur during Feb 3-4. Selection on basis of State Rank 1.

Google Code-In 2017 Finalist Winner

Jan, 2018

Google

- Out of the participants from all countries, I stood among the top 5 in the 45 day long marathon programming event. There were 3500 participants from various countries, and required completing 'tasks' in order to score, i.e. Creating patches, build process optimizations, finding and fixing bugs, adding features, developing games etc.

Gold Medalist

July, 2017

Amar Ujala Topper Summit 2017

- Awarded Gold Medal at Amar Ujala Topper Summit 2017 organized in Dehradun for diverse academic profile with co curricular achievements.

Extraordinary Performance Award

July, 2017

Negotium Agon, Wynberg Allen, Mussoorie

- Awarded Extraordinary Performance Award at the fourth Negotium Agon 2017, for detailed plan and presentation on social welfare app called Sahayak, to help daily wage labourers find their daily bread.

Zonal Topper : Ethical Hacking Competition

May, 2017 Entrepreneurship Cell, IIT Kharagpur

- Secured 1 position in Ethical Hacking Workshop (National Level Qualifier Round / State Round) organized by Technospecies Global Solutions in association with Entrepreneurship Cell, IIT Kharagpur at Doon International School, Dehradun. Final round required to extract data from a live website using XSS, cross-site scripting, and SQL abusing.

Infographic Designing : Bronze Medal

April, 2017

Spectrum 2017, UNISON World School

- Participated in Spectrum 2017, All India Art Competition held at The Unison World School, Dehradun in which schools from all over India participated. Won the All India Third Prize in infographic design.

NSTSE 2015 : Gold Medal

June, 2015

National Science Talent Search Examination 2015

- Awarded Gold medal in state level Science Olympiad.

STSE 2014: Gold Medal

July, 2014

Science Talent Search Examination 2014

- Awarded Gold medal in state level Science Olympiad, State Rank 2
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PROJECTS

Travel Companion

- Languages: PHP, SQL, JavaScript, HTML, CSS
- Components Handled: Backend, Frontend, Database, Deploy to Server
- Aim: Students when travelling to/from hometowns or during vacations, like to travel in groups rather than as individuals keeping in mind the security and expenses of the trips. The traditional method is to personally ask other people or post messages in groups. Both of which are limited to the person's connections. This application acts as a platform for students travelling to the same location. The application also has a messaging feature, and signing-in is done via Google OAuth API. Backend built on Blazing.
- Live: <http://travelcompanion.me>

LSP-APP

- Languages: PHP, SQL, JavaScript, HTML, CSS
- Components Handled: Backend, Frontend, Database, Deploy to Server
- A complete ERP solution which serves all the needs of a CBSE school, like managing students, fee and transport. The application is divided into components, and tasks are automated via CRON jobs. Currently being used in LSP Public School. Built on Blazing. Currently Live, paid project.

Labyrinth (Team Project @ FOSSASIA)

- Languages: JavaScript
- Components Handled: Game Logic, Inventory System, Documentation Engine
- Developed the game logic and inventory system from scratch, which enables the player to collect and carry objects from the game field, and use it when needed. Also a dedicated documentation engine, which dynamically generates documentation pages from numerous sources (created to integrate existing fragmented docs in different files).

Information Notifier

- Languages: PHP, JavaScript, HTML, CSS
- Components Handled: Backend, Frontend, Deploy to Server
- A project built to abuse the Way2SMS messaging service by automating the sms sending mechanism and combining it with a mechanism to use accounts sequentially in order to send more than 30 messages as per the site limit. This allowed developing an API which can send any number of messages through Way2SMS **at once**, with the relation of $n*30$, where n is number of accounts in database. Built on Blazing.

Blazing

- Language: PHP
- Blazing is a PHP MVC framework, which is developed in order to help beginners get a touch of the MVC architecture of web application development, who have no prior experience of the concept. The framework is very closely related to 'vanilla' PHP and introduces only a few function calls to implement the architecture.
- Live: <https://github.com/YashKumarVerma/Blazing>

Blazer

- Language: PHP
- Initially developed as a part of Blazing, Blazer is a templating engine which integrates with any existing php application and is both simple and customizable at the same time. The render time of Blazer are in close competition with that of other engines, and outperforms almost all engines in variable insertion and loop call tests.
- Live: <http://bit.ly/BlazerTemplatingEngine>

Sahayak-BlogGen

- Languages: Python
- The blog generator written to generate my first GitHub blog, has options to write in HTML or markdown. Markdown compiles down to HTML on final build. Has functions like add post, edit post, delete post and deploy to GitHub.
- Live: <https://github.com/YashKumarVerma/Sahayak-BlogGen>

Snake Game

- Language: JavaScript, HTML, CSS
 - The basic snake game written in JavaScript, implemented using tables.
 - Live: <https://yashkumarverma.github.io/Snake-Game/>
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PARTICIPATIONS

- Hackathon / DevJams : Idea Shortlisted, eliminated in last screening
- Hackathon / VIT Hack: Idea Shortlisted, eliminated in last screening
- Ideathon / Devjams : Idea Shortlisted, among top 10
- Competition / ACMVIT / Snapchat Filter : Winner
- Workshop / ACMVIT / Learn to Augment
- Workshop / Imagify-AI
- Workshop / Sixth Sense