

ABINASH MAHARANA

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EDUCATION

B. Tech + MS by Research in Computer Science and Engineering (Dual Degree)

International Institute of Information Technology, Hyderabad

July 2018 – Present

CGPA: 7.7/10

WORK EXPERIENCE

Software Development Intern

GTM Buddy

January 2020 – April 2020 Hyderabad, India

- Designed and analysed a software system to enhance the process of mass mailing and tracking emails. Developed the front-end part of the web application. Used Agile methodology for software development.
- Technologies: Django, React JS, Node JS.

Freelance Developer

fiverr.com

May 2020 – July 2020 Remote

- Worked on various gigs for clients building full stack web applications, standalone Single Page Applications, and web design.
- Technologies: MERN Stack, Firebase Firestore.

RELEVANT COURSEWORK

- Core Computer Science** : Data Structures and Algorithms, Introduction to Software Systems, Design and Analysis of Software Systems, Computer Systems Engineering-1, Algorithm Analysis and Design, Software Programming for Performance, Automata Theory, Database Systems, Data and Applications.
- ML & AI** : Machine, Data, and Learning, Statistical Methods in AI, Data Analytics-1.
- Mathematics** : Probability and Statistics, Linear Algebra, Discrete Structures, Real Analysis, Introduction to Information Security.
- Miscellaneous** : Introduction to IOT, Embedded Systems Workshop.

ACHIEVEMENTS

ACM-ICPC 2018 :

- Team rank 867 in ACM ICPC online round.

Competitive Programming Profile :

- Rated 1765 in CodeChef

Other Scholastic Achievements :

- Selected for **National Talent Search Examination** Scholarship Award-2015-16.
- Recommended, with an **All India Rank 482** for KVPY Fellowship Award-2016-17.

SKILLS

ReactJS, C, C++, Web Dev, Firebase, JavaScript ES6

MongoDB, Express, NodeJS, Python, Bash, MySQL

- Miscellaneous** : Linux, x86-Assembly, Git, Arduino.

PROJECTS

JetPack Joyride

- Created a terminal-game replica of the famous game Jetpack Joyride in Python without the use of external libraries such as PyGame. [**Python, OOPS**]

Linux Shell

- Used syscalls to create a basic bash-like Linux shell in C programming language. Key features included foreground and background processes, piping, redirection, signal handling and user defined commands. [**C, Operating Systems**]

In-Memory Key-Value Storage Software in C++

- Built an in-memory key-value storage system in C++ which supports multithreading. Keys and values were char strings. Built without using any boost libraries. [**C++, Performance Programming, Multithreading**]

MERN - Firebase Web Application

- Created a MERN web application that implements the use of most Firebase features like authentication, realtime database, storage to provide login/signup, image uploading. Made a complete content-management system. [**MERN Stack, Firebase**]

Automated Room Lighting

- Developed and deployed an Internet-of-Things based solution to automatically turn the lights on when someone enters a room. [**Arduino, Proximity Sensor, UART, Thingspeak**]

SQL Engine Expansion

- Improved a simple SQL engine to add features such as support for Matrices, indexing and bulk queries. [**C++, Relational Database**]

RESEARCH

- Data mining research at Data Science and Analytics Center, IIIT-H : Currently working on pattern mining algorithms and applications under Dr. PK Reddy. (2020 - Present)

EXTRACURRICULARS

- Volunteered at TEDx Hyderabad (2018).
- Outreach team at Alumni Cell, IIIT-Hyderabad (2019-present).