

ABIR BHUSHAN

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EDUCATION

University College London (UCL) Computer Science (B.Sc) Department of Engineering	September 2018 - June 2021
The British School, New Delhi International Baccalaureate (IB) 41 points (7-7-7 in Math HL, Computer Science HL and Economics SL) 256 UCAS points	August 2016 - May 2018
Step By Step School, Noida International General Certificate of Secondary Education (IGCSE) 8 subjects: 8 A*s	August 2010 - May 2016

EXPERIENCE

Procter & Gamble (P&G), New Delhi Software engineering intern <ul style="list-style-type: none">• Insight internship into technology, data visualisation, and data analysis• Worked in their software engineering team to build a fully responsive web-based analytic application, using Dash• Gained hands-on experience in analysing quantitative financial data and in creating dynamic charts/reports, using Python and SQL• Last 5 days were part of an insight week into the company's use of Machine Learning algorithms in its data mining activities	July - September 2018
Center for Science and Environment, New Delhi Front-end Web Development intern <ul style="list-style-type: none">• Designed and developed responsive web pages in HTML5, CSS3, and JavaScript• Attended divisional meetings to discuss requirements and project progress and was also responsible for presenting website prototypes to the head of the department	July - September 2016

PROJECTS

A *Tetris* auto-player AI (Project code available on GitHub)
Using Python and its Tkinter toolkit, I redesigned the classic retro *Tetris* game- changing its GUI and some of its gameplay- and wrote a Genetic Algorithm for an auto-player that when finished had an average score of over five million and an average game-time of 92 minutes.

Student Council voting system
I used JavaScript (Express.js) and MongoDB to create a web application that allowed students in my high-school to sign-in and vote in the 2017-18 student council elections. Over a thousand votes were cast, and my system successfully met the high-concurrency performance requirements that previous systems didn't.

An Invoicing desktop application

To replace the existing hand-written invoicing system (i.e. with a paper-based record) at my high school's uniform shop, I worked in an agile/Scrum team of seven student software engineers to build a native application from scratch. The application was created using Java (FX) and SQL. Its functions included generating invoices, recording inventory data, along with providing added support for sales analysis by generating reports with a multitude of metrics like total revenue, revenue by product, growth rate, etc. Additionally, documentation was created, and training sessions were provided for the employees of the shop by the team. Naturally, the system provided an exponentially larger number of functions compared to its predecessor and was also substantially faster.

EXTRACURRICULAR

UCL Ramsay Hall and Ian Baker House President

October 2018 - June 2019

- Representing the interests of the biggest student hall in UCL- 500 residents at any point in time- to the students union (on issues such as rent reductions, food quality, community events, etc.)
- Chairing the hall committee and making decisions about any changes to living, along with organising hall events and allocating budgets

UCL Artificial Intelligence Society First-year representative (Vice-President elect, 2019-20)

October 2018 - March 2019

- Was responsible for giving talks to first-year students about the myths of AI; informing them about its true applications and benefits to society.
- Led a variety of projects and tutorials: recently ran a series of Introduction to Python tutorials that gave a strong foundation to over a 100 of our members in the basic and advanced (like OOP) topics of the language

UCL Technology Society Projects Officer

October 2018 - November 2018

- Conducted HTML, CSS, and JavaScript tutorials, as part of the society's three week *Introduction to web-design* project
- Built a website with the students over the course of the sessions and received a 4.8 / 5 teaching score at the end

SKILLS

- **Programming Languages:** Python, Java, C, SQL, JavaScript
-- with 10,000+ lines of code or actual project experience
- **Tools and Technologies:** Git, Maven, HTML5, CSS3, MongoDB