

# Adnan Shaikh

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## Work Experience

- **Persistent Systems** Pune, India  
*Software Engineer* *Jul. 2017 - Present*
  - Working on porting the agent-less Sentient platform from Java to C++ to improve runtime performance.
- **Persistent Systems** Pune, India  
*Academic Intern* *Aug. 2016 - Dec. 2016*
  - Designed and implemented an agent-less approach for an end point detection and response solution, in order to get the real time status of nearly 10,000 cross platform enterprise end-points.
  - Implemented various queries such as security, system alerts, hardware details, running processes, etc. as per the design specification.
- **Persistent Systems** Pune, India  
*Summer Intern* *Jun. 2015 - Aug. 2015*
  - Extended Python 3 by providing support for Devanagari numbers and various Unicode math characters.
  - The modified CPython source is capable of doing math in Devanagari numbers and supports math operators in Unicode like union, intersection, subset, etc.
  - Repo Link: [github.com/rusimody/l10Python](https://github.com/rusimody/l10Python)

## Education

- **Vishwakarma Institute of Technology** Pune, India  
*Bachelor of Technology in Computer Engineering* *Jul. 2013 - May 2017*
  - CPI: 8.03
  - Relevant Coursework: Design & Analysis of Algorithms, Theory of Computation, Artificial Intelligence, Operating Systems, Distributed Computing

## Projects

- **Source Code Project Visualizer** *Sep. 2017*
  - A source code browser written in Python 3 that displays the structure of a C++ code base and its include dependencies in an interactive visual graph displayed using Javascript.
- **Text Amend** *May 2017*
  - An application that amends text using a recurrent neural network that can correct a subset of grammatical errors written in English. Written in Python using Google's TensorFlow library.
- **adnanshaikh.com** *Dec. 2016*
  - Built my website using HTML5 and JavaScript to emulate a terminal interface. Built the accompanying blog with Ghost and Buster.
- **Game Engine** *Jun. 2016 - Present*
  - Currently working on a game engine written in C++ using the OpenGL API. Supports the following features: free-roaming FPS camera, .obj object file loading, texture loading and phong lighting.
- **Genetic Image Re-creator** *May 2016*
  - The application recreates an image by generating a random population of images, each consisting of randomly transformed and colored triangles. Breeds the top 2 images closest to the source image to form a new population of images with random mutations following the process of genetic evolution. Implemented using the GTK+ toolkit and C.
- **Travelling Salesman Problem Solver Simulator** *Dec. 2015*
  - Written in Python 3, implemented various solutions: Dynamic Programming, nearest neighbor, heuristic algorithms namely 2-opt and 3-opt and interfaced them with the Tkinter GUI kit.

## Organizations

- **Geekfest Pune** *Pune, India*
  - Co-founder* *Sep. 2014 - Present*
    - Co-founded an annual not-for-profit event to bring together creative people who share a passion for art, design, technology, literature, etc. to share well-formed ideas, interact and connect with each other.
    - More than 60 attendees in the first edition, followed by 110 attendees in its second year.
- **AIESEC in Pune** *Pune, India*
  - Team Leader of Business Development* *Aug. 2014 - Jul. 2015*
    - Worked on gathering sponsorships for organizing an annual stakeholders' summit dubbed NEXUS.
    - The event aimed towards bringing the clients and stakeholders of AIESEC in Pune to gather around to discourse the theme of the evening and network with each other.
    - Dealt with HR heads to help their organization hire globally competent & requirement specific employees.