

# Adnan Shaikh

C-1/904, Bramha Majestic  
NIBM Road, Kondhwa  
Pune, MH  
411048

+91 9960838580 (cell)  
adnan.shaikh1806@gmail.com  
18th June 1995  
<http://www.adnanshaikh.com/>

## Objective

- To pursue a challenging career and be part of a progressive organization that allows me to enhance my skill set and contribute to real life projects.

## Education

- **Vishwakarma Institute of Technology** Pune, MH  
*Bachelor of Technology in Computer Engineering* Jul. 2013 - Expected May 2017  
– Current CPI: 7.93
- **Delhi Public School** Pune, MH  
*12th Grade CBSE* May 2013  
– Percentage: 76.4%
- **Delhi Public School** Pune, MH  
*10th Grade CBSE* May 2011  
– CGPA: 8.6

## Work Experience

- **Persistent Systems** Pune, MH  
*Academic Intern* Aug. 2016 - Present  
– Implemented an agent-less solution for Accelerite's real time end point detection and response solution dubbed Sentient, in order to get the real time status of nearly 10,000 cross platform enterprise endpoints.  
– Increased query throughput by implementing a thread safe cache to reduce authentication requests.  
– Implemented various queries as per the design specification.
- **Persistent Systems** Pune, MH  
*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)

## Projects

- **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*
  - A work-in-progress project that attempts at recreating an image by generating a random population of images, each consisting of randomly transformed and colored triangles. Ranks the top 2 images closest to the source image and breeds them to form a new population of images with random mutations in each of them 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.
- **College Website** *Dec. 2014*
  - Designed and implemented a proof of concept website for my college using HTML5, CSS3, Javascript and PHP.
- **Calendar Application** *May 2014*
  - Wrote a calendar app using the WinBGIm graphics library.

## Skills

**Languages:** C/C++, Java, Python, Bourne Shell

**Tools:** MS Visual Studio, SVN, Git, Emacs, Make, Maven,

**Miscellaneous:** Great troubleshooting and debugging skills

## Leadership Activities

- **Geekfest Pune** Pune, MH
  - Co-founder* *Sep. 2014 - Present*
    - Organized from scratch the first of its kind Geekfest in Pune, that aimed at bringing together people who share a passion for art, design, gaming, tech, movies, literature and more.
    - More than 60 attendees in the first edition, followed by 110 attendees in its second year.
- **AIESEC in Pune** Pune, MH
  - Team Leader of Business Development* *Aug. 2014 - Jul. 2015*
    - Worked on 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.