

Abhinesh Garhwal

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EDUCATION

LOVELY PROFESSIONAL UNIVERSITY

B.TECH(HONS) IN COMPUTER SCIENCE
2014-2018* | Jalandhar, Punjab
CGPA: 9.05/10

KENDRIYA VIDYALAYA SIKAR

12th | CBSE BOARD
2013 | Sabalpur, Sikar, Rajasthan
Percentage: 72.60 %

NEW INDIAN SENIOR SECONDARY SCHOOL

10th | RBSE BOARD
2010 | Nawalgarh, Rajasthan
Percentage: 86.67 %

HANDLES

Github:// [akgarhwal](#)
LinkedIn:// [akgarhwal](#)
Hackerrank:// [akgarhwal](#)
Hackerearth:// [@akgarhwal](#)
Codechef:// [akgarhwal](#)
Codeforces:// [akgarhwal](#)
Spoj:// [akgarhwal](#)

RATINGS

Hackerrank: 2176
Codechef: 1864
Codeforces: 1477

SKILLS

PROGRAMMING

Proficient:

• C • C++ • Algorithms

Good:

• Android Development • Java

Familiar:

• JavaScript • Python • SQL • R

SOFTWARE

• Android Studio • Adobe Flash
• Eclipse

PROJECTS

PUZZLE-X | ANDROID APPLICATION

Aug 2016 – Dec 2016 | Jalandhar, Punjab

- Implemented in Android studio 1.3 using API 22. Back-end in JAVA and front-end in XML.
- User can select picture from gallery or capture using camera.
- User can choose among three levels of difficulty: 3x3 (Puzzle-8), 4x4 (Puzzle-15), and 5x5 (Puzzle-24).
- High-Score is set based on minimum number of moves.
- Puzzle-Solver is implemented using Priority Queue and A*-Algorithm with Manhattan distance.

GHOST WORD GAME | ANDROID APPLICATION

Jan 2017 – May 2017 | Jalandhar, Punjab

- A game in which players add individual letters to a growing word fragment.
- Dictionary(60K+Words) is implemented using Trie data structure.
- Random move of Player(AI) is implemented using order-3 Markov model.
- Implemented in Android studio 2.3 using API 23. Back-end in JAVA and front-end in XML.

OTHER PROJECT

- **Solution Downloader** A python program which download all submission of a user from codeforces.com .
- **Monopoly-Android-Game** Designed an android application using android studio 1.3, java, xml. This application is a digital version of the actual Monopoly game.
- **File Finder** Search file in your computer using Breadth-first search Algorithm in Python Language.
- **Random Text Generator** Designed an random text generator using order-K Markov Model in Java.

ACHIEVEMENTS

- Ranked 1st out of 823 participants in **Code Manthan** contest organized by Lovely Professional University.
- Got 1 Gold, 6 Silver and 9 Bronze medals in various Rated competition organized by HackerRank.
- Got 2nd rank in **Code Samurai** coding competition organized by Lovely Professional University, Punjab.
- Qualified for Elimination Round of CodeChef's annual multi-round programming competition SnackDown 2016 and 2017.

LEADERSHIP

- Campus Ambassador of GeeksforGeeks at Lovely Professional University.
- Problem Setter of Programming Organization CYPHER at Lovely Professional University.
- Conducted classes of competitive programming at Lovely Professional University in association with GeeksforGeeks.
- Hosted 6+ monthly contest and two 3-round (3 hours/day) programming event Code Apocalypse I/II on Hackerearth platform as a problem setter and organizer.