

# Abhinesh

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## EDUCATION

### LOVELY PROFESSIONAL UNIVERSITY

B.TECH(HONS) IN COMPUTER SCIENCE  
2014-2018\* | Jalandhar, Punjab  
CGPA: 8.89/10

### KENDRIYA VIDYALAYA SIKAR

12<sup>th</sup> | CBSE BOARD  
2013 | Sabalpur, Sikar, Rajasthan  
Percentage: 72.60 %

### NEW INDIAN SENIOR SECONDARY SCHOOL

10<sup>th</sup> | 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 • Python

Familiar:

• Java • R

### SOFTWARE

• Android Studio

### OPERATING SYSTEM

• Linux • Windows

### EDITOR

• Sublime Text • Emacs

## EXPERIENCE

### INTERNSHIP | SYNOPSYS INDIA PVT LTD

Sep 2017 – May 2018\* | Hyderabad, Telangana

- Developed internal tools which evaluate accuracy and efficiency of IC Validator runset and report area of improvement.
- Developed scripts in python and tcl (for api) which automatically determine quality assurance of product.

## 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.

## ACHIEVEMENTS

- Ranked 1<sup>st</sup> out of 823 participants in Code Manthan contest organized by Lovely Professional University.
- Won 1 Gold, 7 Silver and 10 Bronze medals in various Rated competition organized by **Hacker Rank** .
- Got 2<sup>nd</sup> rank in **Code Samurai** coding competition organized by Lovely Professional University, Punjab.

## LEADERSHIP

- Problem Setter of Programming Organization CYPHER at Lovely Professional University.
- Conducted classes of competitive programming at Lovely Professional University in association with GeeksforGeeks.