

# 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

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 • Java

Familiar:

• JavaScript • Python • SQL • R

### SOFTWARE

• Android Studio

### OPERATING SYSTEM

• Linux • Windows

### EDITOR

• Sublime Text

## 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 1<sup>st</sup> 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 2<sup>nd</sup> 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.