

Abhinesh

<http://akgarhwal.me/>
abhinesh.garhwal@gmail.com | +91-9872430458

EDUCATION

LOVELY PROFESSIONAL UNIVERSITY

B.TECH(HONS) IN COMPUTER SCIENCE

2014-2018* | Jalandhar, Punjab
CGPA: 8.89/10

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 • 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 1st 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 2nd 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.