

Akshat Maheshwari

Education

- 2016–Present** **B.Tech in Computer Science and Engineering**, *International Institute of Information Technology, Hyderabad*.
CGPA - 7.92/10
Graduation Expected May 2020
- 2014–2016** **Senior Secondary, CBSE**, *Mittal International School, Kota*.
AISCEE: XII (CBSE) Percentage - 95.4%
- 2013-2014** **Secondary**, *Atomic Energy Central School No. 2, Rawatbhata*.
CGPA - 10/10

Awards and Achievements

- JEE** Ranked 675/1.5 million in JEE Mains and 6092/2,00,000 in Jee Advanced
- KVPY** KVPY Scholar
- NTSE** NTSE Scholar, Top 1000 among 8,00,000 participants
- Parle G Genius** Received rank 1 in the state in 2012, and consolation an year before
- SSTSE** Stood first in the district in 2014

Projects

- Tic-Tac-Toe AI Bot** AI agent for the bot was implemented using minimax algorithm and alpha beta pruning. First hand python was used for implementation purely.
- SDK for VR Video Processing** This project included developing a desktop based platform for capturing, processing, streaming and rendering live VR videos captured by 360 degree camera. Adaptive streaming was to be done through RTMP server using Microsoft Azure cloud media services.
- C-Shell** A linux shell was implemented in C programming language. The features included interactive interface along with important features of forking, exec, signal management, error handling, basic commands , etc as a part of Operating Systems course. The shell included piping , file redirection, etc.
- Bombberman Game** Developed a 2D python-based game similar to the Bombberman game which runs on Linux terminal.
- Quiz App** Developed a basic quiz app in Ruby on Rails, which allows registration of a user, app management by an admin, and also allows a user to play the quiz.
- Viberr Music App** Made a small Django-based website Viberr by taking its online tutorials.
- PacKiller** A 2-D game implemented in OpenGL as a prototype of the original Pacman game with features like zooming , panning , and mouse dragging as a part of Graphics course.

Zelda	A 3-D prototype of the game Adventures of Zelda implemented using OpenGL 3D.
Hostel Management Portal	A simple portal(web application) for maintaining database of the students enrolled and hostel details. Both front-end and back-end implementation in python along with completely responsive user interface was designed using HTML, CSS, JS, Bootstrap. Project was a part of ITWS2 Course.
Proxy Server	A threaded HTTP proxy server with caching, blacklisting, functionality implemented via python socket programming and synchronization using mutex locks.

Technical Skills

Languages	C, C++, Javascript, Bash, Python(Flask & Django Framework), Matlab(Basic), Ruby(Rails Framework), HTML5, CSS, Scheme(Racket), MIPS & BSV,
Technologies	MySQL, GNU/Linux, HTML/HTML5, OpenGL
Interests	Data Structures & Algorithms, Operating Systems, Machine Learning

Relevant Coursework

CS	Computer Programming, Data Structures & Algorithms, Operating Systems, Introduction to Databases, Computer Architecture, Functional Programming(Low-scale), Computer Graphics, Artificial Intelligence, Computer Networks
Electronics	Digital Logic and Processors, Basic Electronic Circuits, Digital Signals Analysis and Application
Mathematics	Discrete Mathematics, Linear Algebra, Complex Analysis, Graph Theory

Position of Responsibility

Felicity-2017	<ul style="list-style-type: none"> Part of the organizing team <i>Kalakshetra</i>: Responsible for adding colors to the fest and making it lively by the art and craft work.
Felicity-2018	Part of the Break-In team, which organizes the CTF at global level in the college fest
Felicity Buzz-2017	Part of the Zombie Zone event (Gaming event in college cultural fest)

Sports

BasketBall	Was part of the school basketball team in the Inter-AEES National Basketball Tournament in 2012.
Table Tennis	Was part of the school Table Tennis team and played many tournaments representing the school.