

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

Technical Skills

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

Experience

- May-July 2018** **Xlerate**, , Software Developer Intern..
• Worked on the Google Speech to Text API and the Speechmatics Speech to Text API for speech to text conversion of the local audio files.
• Integrated the whole system with the Azure storage and made asynchronous calls for storing the files and then retrieving the urls.
- August-November 2017** **Dreamvu Inc.**, , Software Developer Intern..
• Worked on the development of an SDK for VR Video Processing as part of the SSAD course project.
• Developed 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.

Projects

- Tic-Tac-Toe AI Bot** AI agent for the bot was implemented using minimax algorithm and alpha beta pruning.
• First hand Language : *Python*
- C-Shell** Implemented a Linux Shell as a part of the Operating Systems course assignment.
• Features of the project : *Interactive Interface, important features of forking, exec, signal management, error handling, basic shell commands, piping, redirection, etc.*
• Language used : *C*
• Platform : *Linux*

- Bomberman** Developed a 2D game similar to the Bomberman game which runs on Linux terminal.
- Language used : *Python*
 - Platform used : *linux Terminal*
- Quiz App** Developed a basic quiz app in Ruby on Rails.
- Features : *allows user registration, app management by admin, allows user to play*
- Viberr** Developed a Django-based music application.
- Features : *Allows user to upload, store and play music on local server*
 - Languages used : *Python (Django framework)*
- OpenGL Games** Implemented a 2-D prototype of the "Pacman" game and a 3-D prototype of the "Adventures of Zelda" game.
- Features : *zooming , panning , and mouse dragging*
 - Language used : *C++, OpenGL library*
- Hostel Management Portal** Designed a portal(web app) that maintains the database of students along with the hostel details.
- Features : *Responsive UI, Separate logins for students, caretakers and wardens, Different functionalities provided to different people, Local deployment of the web app using Nginx*
 - Languages used : *Python(Jinja template), HTML, CSS, Javascript, Bootstrap*
- Proxy Server** Implemented a threaded HTTP proxy server.
- Features : *Caching, Blacklisting*
 - Technique used : *Python and C socket programming and synchronization using mutex locks*

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 (Basic and Advanced), Software Quality Engineering, Complexity and Advanced Algorithms
- Electronics** Digital Logic and Processors, Basic Electronic Circuits, Digital Signals Analysis and Application
- Mathematics** Discrete Mathematics, Linear Algebra(Introduction), Complex Analysis, Graph Theory

Position of Responsibility

- Felicity 2017 & 2018** Core team member of the organizing team of the college annual cultural fest, Felicity
- Main member of the Break-In team which organizes CTF (Catch The Flag) at global level, responsible managing the shortcomings during the deployment and execution of the contest
 - Member of the team of Kalakshetra, lead a team of 50 people and managed the whole of the art and craft works of the fest
 - Coordinator of the Zombie Zone event (Gaming event)

Awards and Achievements

- KVPY** Kishore Vaigyanik Protsahan Yojana Fellow
- NTSE** NTSE Scholar, Top 1000 among 8,00,000 participants

Extra Curriculars

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