

# 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*

Bombberman	Developed a 2D game similar to the Bomberman game which runs on Linux terminal. <ul style="list-style-type: none"> <li>• Language used : <i>Python</i></li> <li>• Platform used : <i>linux Terminal</i></li> </ul>
Quiz App	Developed a basic quiz app in Ruby on Rails. <ul style="list-style-type: none"> <li>• Features : <i>allows user registration, app management by admin, allows user to play</i></li> </ul>
Viberr	Developed a Django-based music application. <ul style="list-style-type: none"> <li>• Features : <i>Allows user to upload, store and play music on local server</i></li> <li>• Languages used : <i>Python (Django framework)</i></li> </ul>
OpenGL Games	Implemented a 2-D prototype of the "Pacman" game and a 3-D prototype of the "Adventures of Zelda" game. <ul style="list-style-type: none"> <li>• Features : <i>zooming , panning , and mouse dragging</i></li> <li>• Language used : <i>C++, OpenGL library</i></li> </ul>
Hostel Management Portal	Designed a portal(web app) that maintains the database of students along with the hostel details. <ul style="list-style-type: none"> <li>• Features : <i>Responsive UI, Separate logins for students, caretakers and wardens, Different functionalities provided to different people, Local deployment of the web app using Nginx</i></li> <li>• Languages used : <i>Python(Jinja template), HTML, CSS, Javascript, Bootstrap</i></li> </ul>
Proxy Server	Implemented a threaded HTTP proxy server. <ul style="list-style-type: none"> <li>• Features : <i>Caching, Blacklisting</i></li> <li>• Technique used : <i>Python and C socket programming and synchronization using mutex locks</i></li> </ul>

## 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(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 <ul style="list-style-type: none"> <li>• 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</li> <li>• 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</li> <li>• Coordinator of the Zombie Zone event (Gaming event), coordinated the games of Call Of Duty, CS:GO and FIFA</li> </ul>
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## 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.