

AMAN GUPTA

Course: B.E. (Hons.), Computer Science, 2022

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CGPA: 6.76



COURSE	INSTITUTE/COLLEGE	BOARD/UNIVERSITY	SCORE	YEAR
CLASS XII	Seth Anandram Jaipuria School	CBSE Board	94.2 %	2017
CLASS X	Seth Anandram Jaipuria School	CBSE Board	10 CGPA	2015

Subjects / Electives	Data Structure and Algorithms, Database Management Systems, Object Oriented Programming, Operating Systems, Computer Networks, Computer Architecture, Compiler Construction, Artificial Intelligence, Foundations of Data Science	
Technical Proficiency	Data Structures, Algorithms, C++ Language, JavaScript, Node.js, SQL Programming, Front-End Web Development, Flutter	

SUMMER INTERNSHIP / WORK EXPERIENCE

Software Development Engineer, Siply Services Pvt Ltd

App-based micro-savings and investment platform for individuals and enterprises.

- Documented 50+ APIs of the existing codebase using Swagger.io to boost collaborations with multiple partners.
- Responsible for designing, developing, and testing backend architecture using Node.js and Golang for partner integration.
- Built a web-app using **Flutter** which enhanced the consumer experience by providing them with more alternates to invest in.
- Built relevant pages, models, widgets to extend Siply's web app with the ability to buy and sell gold from a different vendor.
- Acquired experience with Serverless, AWS Lambda, S3 and Flutter state management using BLoC libraries.

Web Application Developer, IIFL Indo infoline

May 2020 - Jun 2020

Jul 2021 - Dec 2021

- Designed a dashboard for a fully-functional trading and investment web-app using Node.js and React.js.
- Implemented features like real-time trade execution, live market directory representation and trade report automation by using 5paisa's publicly exposed API.

PROJECTS

Interpreter for 2048 game - Compiler Construction - Software Engineering

Jan 2021 - May 2021

- Created an interpreter with advanced error handling using YACC and Lex with Regular Expressions.
- Implemented a user-playable 2048 game with advanced functionalities such as move selection based on look-ahead scores. Github Link

Genetic Algorithm based Problem Solver - Artificial Intelligence

Feb 2021 - Mar 2021

- Implemented AI solver for 8-Queens problem and Travelling Salesman problem by implementing genetic algorithm in Python.
- Improved the conventional genetic algorithm solution by tweaking hyperparameters and introducing hybrid approaches.
 Github Link

Pinterest (Travel Map Pin) - Web Development

Dec 2021 - Dec 2021

- Full-stack map pinning travel app using **Node.js**, **Express**, **MongoDB** for backend and **React hooks**, **Mapbox** for frontend.
- In this application, a user can pin any location and share reviews with other users. Github Link

Personal Portfolio Website - Web Development

Dec 2021 - Dec 2021

- Designed and developed responsive personal portfolio website using React and Swiper.js.
- Light and dark modes have also been implemented to improve user experience. Github Link

Simon Game - Front-end Web Development

Jun 2020 - Jul 2020

- It is a sequence remembering game made using HTML, CSS and JavaScript.
- The level increases as long as the player remembers and inputs the sequence.
- Published using github pages. Github Link

SCHOLARSHIPS

Special Scholarship for PS1 | Practice School-1 | BITS Industry Internship Program

Jul 2020

Received Scholarship for exceptional performance in Practice School-1, the BITS Industry Internship Program

VOLUNTEER EXPERIENCE

Alumni Relations Cell - Role: Core Member | Cause: Education

Aug 2018 - Aug 2020

- Managed the Convocation Event for the graduating batch of 2018 with a team of 50+ volunteers.
- Administered the crew team consisting of 10+ members to organize the BITSAA Global Meet for 1100 Alumni.