

AMIT JAIN

B.Tech. 4th Year, Computer Science and Engineering
IIT Jodhpur

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EDUCATION

Year	Degree	Institution	CPI/%
2013-17	Bachelor of Technology	Indian Institute of Technology, Jodhpur	8.0*
2012	Intermediate	New Green Field Academy	83.4
2010	Matriculation	S.I.C.A. Sr. School	8.6

*At the end of 6 semester

ACHIEVEMENTS

- Qualified online regional round **ACM ICPC 2016**.
- Awarded **1st position** in Database systems course among 114 students
- Secured **1st position** in college in Codechef long Challenge September
- Secured **1st rank** in college and **161th Global Rank** in Elimination round of Snack Down Codechef
- Secured an All India Rank **3349** in IIT-JEE (Advanced)-2013 among 1.4 million candidates.
- Awarded Certificate of Merit for being placed in National top **1%** in National Level Science Talent Search Examination in 2011.

TECHNICAL SKILLS

Programming Languages:

Proficient in: *C, C++, C# and Python*

Familiarity with: *JavaScript, Java, HTML*

Specific Tools and Platforms: MySQL, Android SDK, GitHub, Django

INTERNSHIP

Chat Bot | MICROSOFT IDC | SUMMER INTERNSHIP 2016

- Worked on a **Bot for Skype for Business** development project under Foundry Team in Microsoft.
- Got familiar with many different Microsoft services like OneNote API, Azure, LUIS and Microsoft Graph API.

PROJECTS

Writer Identification

[Prof. Gaurav Harit]

- Built a **Machine learning model** to identify writer on the basis of his handwritten text image.
- Used two different approaches Text Dependent and Text Independent and compare the performance of the same.

Event Management System

[Prof. Chiranjoy Chattopadhyay]

- A Web Application for Event Management in **Django**.
- Applied **Maximum Bipartite Matching** to schedule the events with given three time preferences. Send notification for any changes in schedule via email.

Media Player

[Prof. Venkata Ramana Badarla]

- Developed a Media Player in **Python and PyQt4**
- With two special features: **Automated subtitle downloading** and **Bookmarking** of the important section of videos.

Advance Snake Game

[Prof. Chiranjoy Chattopadhyay]

- Developed a Snake Game with **moving Food particle with Intelligence**, for enhancing the player's response time.
- Implemented in **Python** using Pygame library, used **Threading** to control both object separately and mutex lock for their shared attributes.

RELEVANT COURSES

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|---------------------------------|---------------------------|--------------------------------|--|
| • Algorithm Design and Analysis | • Artificial Intelligence | • Compiler Design | • Computer Organization and Architecture |
| • Computer Network | • Database System | • Data Structure and Algorithm | • Object Oriented Analysis and Design |
| • Discrete Mathematics | • Operating System | • Software Engineering | • Theory of Computation |

POSITIONS OF RESPONSIBILITY

- **Core Member, Programming club** IIT Jodhpur.
- **Obfuscator Event Coordinator** in Ignus (Intercollege festival).
- **Organizing Secretary**, Cultural Society IIT Jodhpur.