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Anshul Gupta

Personal Information

Date of Birth	January, 1997
Place of Birth	Neemuch, Madhya Pradesh, India
Nationality	Indian

Education

2016–2020	**B.Tech in Computer Science & Engineering**, *International Institute of Information Technology*, Hyderabad, *CGPA - 7.15*.
2006–2015	**AISSCE**, *St. Mary's Convent Sr. Sec. High School*, Ujjain, *93.8%*.

Work Experience

Aug-Nov 2017	**Software Development Engineer Intern**, *TRI3D*, Hyderabad. Developed Android applications to simulate a virtual fitting room for sarees.

Computer Skills

Front End	React, ECMAscript 7
Mobile App	Ionic, React Native
Back End	Flask
Computer Graphics	OpenGL, WebGL
Database Management	MySQL, SQLite
Other	C, C++, Python, Matlab, Bash, LaTeX

Projects

Bash	Implemented the bash terminal in C using system commands.
Tic-Tac-Toe Bot	Made a bot that plays Ultimate Tic-Tac-Toe on a 4x4x4x4 gird.
MDP	Implemented the value iteration algorithm to form a policy for an NxM board
Pastebin	Made a replica of the Pastebin website.

Proxy Server	Made a proxy server in Python
Bomberman	Made a replica of the Bomberman game in Python without any external libraries.
Pacman Killer	Made a 2D replica of the Pacman Killer game in C++ using OpenGL.
Legend of Zelda	Made a 3D replica of the Legend of Zelda game in C++ using OpenGL.
Tunnel Rush	Made a 3D replica of the Tunnel Rush game in Javascript using WebGL.

Relevant Courses

Computer Programming, IT Workshop-I, Data Structures, IT Workshop-II, Computer System Organization, Structured System Analysis and Design, Operating Systems, Introduction to Databases, Algorithms, Artificial Intelligence, Computer Networks, Graphics

Languages

English	Fluent
Hindi	Fluent

Miscellaneous

JEE	Scored 99 percentile, acquired 265/360 marks.
Music Club	Coordinator of IIIT's Music Club.
CCC	Volunteer for the Campus Canine-management Council