

E-13, Palash Nivas, IIIT-H
500032 Hyderabad
India

+91 8919074670

✉ anshul.gu@students.iiit.ac.in

📁 anshul1901.github.io

Anshul Gupta

Personal Information

Date of Birth 19th 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%.

Computer Skills

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

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 grid.
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