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Anshul Gupta

Personal Information

Date of Birth	19th January, 1997
Place of Birth	Neemuch, Madhya Pradesh, India
Nationality	Indian

Education

2016–	**B.Tech in Computer Science & Engineering**, *International Institute of Information Technology*, Hyderabad, *CGPA - 7.29*.
2006–2015	**AISSCE**, *St. Mary's Convent Sr. Sec. High School*, Ujjain, *93.8%*.

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.
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.

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

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, Database Systems, Statistical Methods in AI

Languages

English Fluent

Hindi Fluent

Miscellaneous

JEE Scored 99 percentile, acquired 265/360 marks.

CCC Volunteer for the Campus Canine-management Council