

# Anubhaw Bhalotia

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## Education

- **Indian Institute of Information Technology, Una** Hamirpur, H.P., India  
*Bachelors in Computer Science and Engineering, CGPA – 9.3/10* <http://bit.ly/2zd1wc6> Aug. 2016 – May 2020

## Skills

- **Programming Languages:** C++, C, Python. Worked with Java, JavaScript.
- **Technologies:** Linux, OpenGL, OpenCV, Django framework, MySQL, PostgreSQL, Git, Android Development, Machine Learning, Arduino.
- **Technical Skills:** Algorithms, Data Structure.

## Experience

- **Cricket Plus Plus** New York  
*Software Developer Intern/Remote (Oct. 2018 – Present)*
  - Software Development (Backend)  
*Designing API's for the Web application of Cricket Plus Plus.*
- **Mettl – Induslynk Training Services** Gurgaon  
*Intern (June. 2017 – July. 2017)* <http://bit.ly/2DHJBwx>
  - Programming Problem Setting  
*Responsible for setting high quality algorithmic problems, capable of testing students for recruitment in companies that'll shape the future of software industry.*
  - JavaScript Document Object Model based Application testing

## Projects

- **Slate:** Coded a new interface in C++, which takes input by detecting 'red led light' in front of webcam. Slate also recognizes human handwriting written on it. Implemented various algorithms such as image filtering, thresholding, COM, MOI, Squared distance logic. **Winning project of Hack on Hills, 2018. (C++, OpenCV)**  
<https://github.com/anubhawbhalotia/Slate> | <https://youtu.be/K1Mnbz6ATeo>
- **PacManGL:** Made the famous Arcade game from scratch in C++ using OpenGL (GLFW). Each graphical element was made using basic shapes i.e., points, lines, etc. Resolved a bug that was present in the original version of the game. **Winning project of Hack 2.0, 2018. (C++, OpenGL)**  
<https://github.com/anubhawbhalotia/Pac-ManGL> | <https://www.youtube.com/watch?v=CXhgDaqCjk4>
- **SnakeGL:** Coded the famous snake game in C++. Sprite manoeuvre based on keyboard. *(OpenGL)*  
<https://github.com/anubhawbhalotia/SnakeGL>
- **Bingo Bot:** Wrote a CPU bot that plays against the player. The bot scans the entire board and predicts its next move.  
<https://www.dropbox.com/s/uhfke3p4x0iddm9/bingov2.cpp?dl=0>

## Accomplishments

- **Five Star (Rating 2006)** on [www.codechef.com](http://www.codechef.com). *(as on 10<sup>th</sup> Aug. 2018)*
- Ranked **190<sup>th</sup>** globally in July Long Challenge (Div1) 2018 on Codechef.
- Ranked **3<sup>rd</sup>** in hackathon (Hack on Hills) conducted by Hackerearth. *(Mar. 2018)*
- Ranked **3<sup>rd</sup>** in Hack 2.0 conducted at National Institute of Technology, Hamirpur. *(Feb. 2018)*
- Ranked **among top 2% (Rank 194)** globally in October Long Challenge 2017 on Codechef.
- **3<sup>rd</sup>** Rank twice in Coding Competition '#Heuristics' conducted on [www.hackerearth.com](http://www.hackerearth.com).

## Courses

- Algorithm Design and Analysis, Neural networks and Fuzzy Logic, Advanced Data Structure, Operating System, Database Management System

**Co-curriculars**

- Volunteer at GLUG NIT-H. *Mar. 2017 - Present*
- Executive Member at App Team, NIT-H. *Mar. 2017 - Present*
- Executive Member at Computer Science Engineers Community, NIT-H. *Feb. 2017 - Present*