Anubhaw Bhalotia

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Education

- **Indian Institute of Information Technology, Una**   Hamirpur, H.P., India
  Bachelor of Technology in Computer Science and Engineering, CGPI – 9.32/10 (Rank 1)   *Aug. 2016 – May. 2020*

Skills

- **Programming Languages:** C++, C, Python
- **Tools/Frameworks:** Linux, OpenGL, OpenCV, Django framework, MySQL, PostgreSQL, Git, Android Development

Experience

- **Wich Please – Hunger Labs India Pvt. Ltd**   Hyderabad
  Software Developer Intern   *May. 2019 – Jul. 2019*
  Mentored by the founder/CEO of the company Pravin Gadodia (MBA ISB and B. Tech IIIT – Hyd.) and Siddarth Jain (B. Tech IIIT – Hyd.)
  - *Delivery System Optimisation*
  - *Inventory Management System*
- **Cricket Plus Plus**   New York/ Remote
  Software Developer Intern (Backend)   *Oct. 2018 – Dec. 2018*
  - *Designing API's for the Web application of Cricket Plus Plus. (Django, PostgreSQL, Python)*
- **Mettl – Induslynk Training Services**   Gurgaon
  Intern   *Jun. 2017 – Jul. 2017*
  - 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:** A new interface, which takes input by waving 'red LED light' in front of webcam. Slate also recognizes human handwriting written on it. Includes a calculator, sketch-board (with eraser), gesture control, ASCII-art.
  Winning project of Hack on Hills 3.0, 2018. (C++, OpenCV). **Video Link**
- **PacManGL:** Famous Arcade game built from scratch in C++ using OpenGL (GLFW).
  Winning project of Hack 2.0, 2018. (C++, OpenGL). **Video Link**
- **Mandala-Slate:** Slate interface which allows drawing of complex Mandala Art by waving 'red LED light' in front of webcam. Mandalas have one centre point from which emanates an array of symbol, shapes and forms. The drawing reflects itself in different divisions of a cartesian-coordinate plane which creates the effect of Mandala Art. *(C++, OpenCV)*
- **SnakeGL:** Famous snake game built from scratch. Sprite manoeuvre based on keyboard. *(C++, OpenGL)*
- **Bingo Bot:** A CPU bot that plays against the player. Bot scans the entire board and predicts its next move. *(C)*
- **Tic Tac Toe:** Famous pen and paper game. Used ASCII characters for graphics. The game can be played against the CPU. *(C)*

Accomplishments

- **Codeforces.com** – Highest Rating **1628**   Jul. 2019
- **Codechef.com** – Highest Rating **2006 (Five Star)**   Aug. 2018
- Ranked **190th** globally in July Long Challenge (Div1) 2018 on Codechef.   *Jul. 2018*
- Ranked **3rd** in Hackathon (Hack on Hills 3.0) conducted by Hackerearth.   *Mar. 2018*
- Ranked **3rd** in Hack 2.0 conducted at National Institute of Technology, Hamirpur.   *Feb. 2018*
- Ranked **among top 2% (Rank 194)** globally in Oct. Long Challenge 2017 on Codechef.   *Oct. 2017*
- **3rd** Rank twice in Coding Competition *'#Heuristics'* conducted on www.hackerearth.com.

Courses

- Analysis and Design of Algorithms, Neural Networks and Fuzzy Logic, Data Structure, Operating System, Data Base Management Systems

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*