

ARNAV BHARGAVA

PERSONAL PROFILE

I am a second-year Computer Science student at the University of Edinburgh on track for a 1:1 degree. I am highly analytical, self-motivated and enthusiastic learner, with knowledge in Java, C++, Haskell and Python. Strong focus in , algorithmic design and machine learning.

CONTACT INFORMATION



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AWARDS & ACHIEVEMENTS

John Anderssons i Anderslöv Piano Stipendium - June 2020

Awarded scholarship for solo classical piano performance by the music faculty of Lund University.

DataFest 2020 Edinburgh - *Winner* Judges Pick
Analysed and visualised a dataset using R.

Huawei Seeds for the Future Alumni

Selected to participate in a one month long internship program offered by Huawei teaching core skills in 5G, AI, Cloud and enterprise.

Global Challenge Lab Hackathon - *Participant*

Invited to take part in a 10-day entrepreneurship program aimed at tackling healthcare related issues within a multicultural team.

SELF STUDY

2021 Learn Python Programming Masterclass on Udemy

2020 Algorithms: Divide and Conquer algorithms, Randomized algorithms offered by Stanford University on Coursera in Java

2019 Python 3 Course 1: offered by Michigan State University on Coursera

2019 Mathematics for Machine learning: Linear Algebra offered by Imperial College London on Coursera

EDUCATION

University of Edinburgh

BSc(Hons) AI and Computer Science, 2020-2024

- Introduction to Linear Algebra (Grade: **A1**)
- Introduction to Computation (Grade: **A1**)
- Introduction to Data Science (Grade: **A2**)
- Object Oriented Programming (Grade: **A1**)
- Calculus and Its Applications (Grade: **A2**)
- Proofs and Problem Solving (Grade: **A1**)

Katedralskolan Lund

Awarded 41 IB Points, 2018-2020

- HL* Mathematics, Physics, Business
- SL* Chemistry, English Lang & Lit, Swedish B

PROFESSIONAL SKILLS

Programming Languages

Most experience: Java JDK8, Python 3, C++

Some experience: Haskell GHC 8.10.2, R

Frameworks

Android Studio, VS Code, Eclipse, Vim, Git, Bash, Linux, Windows, MS Office

Languages

English (Native), Hindi (Native), Swedish (Fluent), Spanish (Beginner)

PROJECTS

Tetris in Java

- Created a custom game loop.
- Re-created the classic Tetris using JavaFX with levels and a scoring system.

Connect Four AI in Java

- Implemented an AI heuristic using the mini-max algorithm with alpha-beta pruning for a game of Connect Four that can be played in the terminal as an extension of a coursework project.
- Gained experience in using the Model-View-Controller (MVC) design pattern in Java.

Double Pendulum Simulation in Haskell

- Made a simulation of a double Newtonian pendulum using the Gloss graphic library and OpenGL using Haskell.

ProjectFinder Android Application

- Entry for Hack the Burgh 7 (university's largest hackathon)
- Aimed at students to find open-source projects to contribute to.
- Gained experience in Android SDK and XML