Ashish Gupta

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CURRENT EMPLOYER

RAKUTEN INC
OCT 2015 - Present
Core Engineer
Tokyo, Japan

EDUCATION

PUNE UNIVERSITY
BE in Information Technology
Graduated May 2015 | Pune, IN
Pune Institute of Computer Technology

MAHARISHI VIDYA MANDIR
Senior School Mar 2010 | Jabalpur, IN

CHRIST CHURCH BOYS SCHOOL
High School Mar 2008 | Jabalpur, IN

HANDLES

Github - **ashmew2**
CodeChef - **ashmew2**
CodeForces - **ashmew2**
Linkedin - **ashmew2**
Ubuntu Forums - **ashmew2**
Freenode - **ashmew2**
KolibriOS Forums - **ashmew2**

COURSEWORK

UNDERGRADUATE
Advanced Operating Systems
Advanced Computer Networks
Algorithms and Data Structures
Computer Networks and Technology
Distributed Systems

SKILLS

PROGRAMMING
C • C++ • Python
BASH • i386 Assembly
Click Modular Router • GNU Make

TECHNOLOGY / TOOLS
TCP / IP • Wireshark • Linux
Git • SVN • Mercurial • Emacs
IRC • Jenkins

EXPERIENCE

BANDWIDTH UTILIZATION IN WMN | DEC 2014 - MAR 2015
Improving Wireless Mesh Networks (WMN)
- Use multiple internet gateways for routing traffic for increased throughput.
- Offload processing from the Linux kernel into userspace using Click.
- Created a proof of concept which shows that linear gains are possible.

KOLIBRI OS | Ongoing <Free time>
A tiny OS Written in Flat Assembly
- Started official Netsurf Web Browser port for KolibriOS.
- Implemented a C <=> Assembly layer for using libraries.
- Developing a Cross Compiler for i586-unknown-kolibrios GNU Triplet Toolchain.
- Wrote a GUI library in C which interfaces with Kolibri Kernel (in assembly).
- Prospective Mentor for GSoC 2016.

PIDGIN INSTANT MESSENGER | May 2013 – Sep 2013
Improve File Transfer Support in Pidgin
- Reverse engineered the libjingle protocol used by Google Talk for file transfers.
- Implemented the reversed libjingle into Pidgin's Google Protocol plugin.
- Documented the working of the libjingle protocol on the IM Freedom wiki.

THE CLASH MCQ SYSTEM | Jul 2012 – Sep 2012
A System for hosting intercollege programming competitions
- Created for the PICT IEEE Student Branch.
- Automated otherwise manual programming contests.
- Matrix Style UI Written in PyQt.

THE SNAKE GAME | Sep 2009 – Dec 2009
My version of the classic snake game with a twist.
- Difficulty increases as the game progresses.
- The maze is a bit more complex than an open rectangular classic field.
- Written in C++ (using the ancient Borland Turbo C).

ACHIEVEMENTS

ACM ICPC | Asia Regionals
International Collegiate Programming Challenge.
December 2012 | IIT Kanpur | Rank 54
December 2013 | ASE Bangalore| Rank 110
December 2013 | IIT Kanpur | Rank 36.

GOOGLE SUMMER OF CODE | GSOC
Student in 2013 for Pidgin
Student in 2014 for KolibriOS
Prospective mentor in 2016 with KolibriOS