

Ashish Gupta

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EDUCATION

PUNE UNIVERSITY

BE IN INFORMATION TECHNOLOGY
Expected 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
Quora:// Ashish-Gupta-113
CodeChef:// ashmew2
CodeForces:// ashmew2
IRC FreeNode ashmew2

COURSEWORK

UNDERGRADUATE

Advanced Operating Systems
Advanced Computer Networks
Algorithms and Data Structures
Computer Networks and Technology
Object Oriented Programming

SKILLS

PROGRAMMING

Proficient:

C • C++ • Python

Intermediate:

BASH • i386 Assembly

Click Modular Router • GNU Make

Familiar:

Perl • MySQL

TECHNOLOGY / TOOLS

TCP / IP • Linux • Wireshark
Git • SVN • Mercurial • Emacs
IRC

EXPERIENCE

BANDWIDTH UTILIZATION IN WMN | ONGOING

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.
- Create a loadable kernel module for Open80211s (IEEE 802.11s implementation in Linux)

GOOGLE SUMMER OF CODE PROJECT | APR 2014 – OCT 2014

Port Netsurf web browser to KolibriOS

- Implemented file download handler to replace libcurl.
- Interfaced i386 assembly http.obj library with Netsurf's codebase in C.
- Started a front end for Netsurf integrating KolibriOS' GUI API in assembly.

GOOGLE SUMMER OF CODE PROJECT | MAY 2013 – SEP 2013

Implement File Transfer Support for Google Talk in Pidgin

- Reverse engineered the libjingle protocol used by Google Talk.
- Implemented my version of libjingle into Pidgin's Google Protocol plugin.
- Documented the working of libjingle 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 the otherwise manual process of conducting rounds.
- Ability to use different question sets for different participants.
- Written in Python.

THE SNAKE GAME | SEP 2009 – DEC 2009

My version of the classic snake game with a twist.

- Difficulty increases as the game progresses.
- The snake is a linked list of nodes.
- Written in C++ (using 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.

NATIONAL COMPUTING CONTEST | TEAM LEADER

National programming competition in C/C++.

Mentored a team of six.

Resulted in an online Judge for C/C++ Programs.

Online Judge was tested using the Amazon AWS via SSH.