

# Ashish Gupta

in.linkedin.com/in/ashmew2  
ashmew2@gmail.com | +91 9561347704

## 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

## LINKS

Github:// ashmew2  
Quora:// Ashish-Gupta-113  
CodeChef:// ashmew2  
CodeForces:// 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.
- Implement a bittorrent client capable of exploiting this new capability.

### 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.