

Avi Kumar Singh

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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY TRICHY

B.TECH IN COMPUTER SCIENCE
Expected May 2022 | Trichy, India
Cum. GPA: 8.25/10.0

DEVI ACADEMY SENIOR SECONDARY SCHOOL

GRAD. APRIL 2016 | CHENNAI
CBSE : CGPA - 10.0/10.0
GRAD. APRIL 2018 | CHENNAI
CBSE : 93.6 %

LINKS

GitHub:// [avikumar15](#)
LinkedIn:// [avi-kumar-singh-1508](#)
Codeforces:// [avikumar15](#)
HackerRank:// [avikumar15](#)

COURSEWORK

Data Structure
Algorithms
Combinatorics Graph Theory
Computer Organization
Operating System
Formal Languages and Automata

SKILLS

PROGRAMMING

Languages

C • C++ • Java • Kotlin

Familiar

JavaScript • C# • Go

Tools

Git • CircleCI • Android Studio •
Unity3D Engine • Firebase Services

Misc

gRPC • RxJava • Android Tests •
Android Architectures

CO CURRICULAR

- Volunteering Exchange to Hanoi
- Part of Vortex Events team (annual symposium of CSE department)
- An online mentor of maths for underprivileged students.
- Team Leader of Business Development at AIESEC in NIT Trichy

EXPERIENCE

DAILYOBJECTS | SOFTWARE DEVELOPMENT INTERNSHIP

December 2019 – January 2020 | New Delhi, India

- Worked on improving the current UI/UX of the android app at DailyObjects and directly impacted 100,000+ app user. ([app-link](#))
- Made reusable views with appropriate tests.
- Simplified the app codebase by binding views with data binding and fast-adapter.
- Worked on the overall route-based structure of the new android app.

DELTA FORCE | SOFTWARE DEVELOPER

July 2019 – Present | NIT Trichy, India

- Working for the most premier Coding Club of NIT Trichy. (**Delta Force**)
- Worked in a team and developed the college's **Pragyan '20, Aaveg '20, NITTFEST '20, Festember '19** android apps. Festember '19 has 5000+ downloads.
- Worked on the frontend of crossword web-app as part of a college event.
- Part of the college's **web-team**
- Mentored a project for DWoC 2019-20. ([project link](#))
- Organised an algos bootcamp and mentorship program (app and game dev profile) for college freshers.

TECHNICAL PROJECTS

DALAL STREET | VIRTUAL STOCK EXCHANGE GAME | Web Link

September 2019 - March 2020

- A virtual stock exchange game as part of Pragyan'20 which saw participation of 600+ players.
- The game has it's backend in Go and GRPC is used to manage communication between backend and frontend. ([server code](#))
- The frontend is implemented in both app and web. ([app code](#)) ([web code](#))

AUTOMATE | ANDROID APP | E-RICKSHAW TRACKING APP

February 2020

- Developed app as a part of Transfinitte hackathon, a 36-hour long hackathon.
- Utilised Google Map API, and rendered live location of rickshaws on map.
- A dijkstra based algorithm is used to assign rickshaw to the passenger. Factors like auto capacity, ETA, source, destination are considered in this algorithm.

WHATTHE RUSH? | DESKTOP GAME | GITHUB - WhatTheRush

June 2019 – August 2019

- A car racing game using Unity3D Game Engine using C#.
- Features like AI car, slo-mo, lap-timer, nitros, cheat codes, random obstacles, user's best lap time using PlayerPrefs have been implemented.

AWARDS

2020	Top 250 teams out of 2500+ teams	Hackverse'20 organised by NITK
2020	Top 7 teams/ 50 teams	Transfinitte'20 organised by NITT
2018	Top 8 teams/ 200 teams only	Qualified for NumPy second round
	second team from first year	