Vikrant Banerjee

**University of Illinois at Urbana-Champaign
Computer Science & Engineering**

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Objective

Undergraduate student specializing in Parallel, and high performance computing. Seeking to use knowledge in data structures, algorithms, and parallel computing to write high performance code. Mainly experienced in the high performance languages such as C/C++ but always looking to expand knowledge in different tools. Also experienced in full stack development through personal projects.

Competency

Data Structures, Algorithms, Object-oriented programming, Parallel Programming, Functional Programming, Full-stack Web Development.

Tools & Skills

C++, Java, Python, Cuda, Clojure, Git, HTML, CSS, JavaScript, PHP, Swift, SQL, Image-Processing, GDB, Debugging, Xcode, Android Studio, Basic AWS.

Achievements

Lockheed Martin Code Quest (Advance Division).
2nd Place — Aug 2019 (Branham Wizz)

Quarter Finalist at Silicon Valley Google's VEX Robotics Competition.
2nd Place — Feb 2019

FRC Robotics Regionals Judges Award 2018

Organizations

ACM - SIGHPC - Special Interest Group on High Performance Computing

ACM - SIGICPC - Competitive programming skill development and competitions

Illini Chess Club

Licences & Certificates

Linkedin Skills Assessment Badges - C++, OOP, Python, Java, HTML, CSS, JavaScript.

Career and Technical Skills Certification for Electronics II.

CodeHS - Computer Science in JavaScript (Golden).

AT&T Summer Learning Academy 2021.

EDUCATION

University of Illinois at Urbana-Champaign — Champaign, IL.

Bachelor of Science, 2023 – Computer Engineering (3.76)

Coursework: Data Structures, Object-oriented Programming, Computer Architecture, Cuda (GPU) Programming, Functional Programming, Image Processing, Assembly Programming.

Branham High School — San Jose, CA.

Bachelor of Science, 2024 – Diploma (4.34)

WORK EXPERIENCE

IrlPoker.net, Urbana — CoFounder/Software Developer

Aug 2020 — May 2021

IrlPoker.net virtual poker card dealer simulator. Purpose is to keep the experience of real life poker without the hassle of shuffling and dealing cards. Worked on the backend writing PHP scripts to randomize and distribute cards. Design SQL database structure for live games.

Technologies used: HTML, CSS, JQuery, PHP, MySQL, Git, AWS ec2.

Branham High, San Jose — Teacher's Assistant Java

Aug 2019 — May 2020

Recruited to be a paid assistant in grading AP Comp Sci assignments and tutoring after school hours. Expanded my debugging skills through helping others debug their project. Involved in it all my senior year after taking the course in Junior year of Highschool.

LEADERSHIP/PROJECT EXPERIENCE

Hack Club, San Jose — Club President

Aug 2019 — May 2020

Involved in coordinated multiple educational events and booths at local schools in the community. And organized multiple in-person and online hackathons.

Lossless Fraction Calculator Project —
fractioncalc.vikrantb.com/

Jan 2021 — Present

Designed and implemented a JavaScript Fraction library to store data as fractions. As a result it doesn't lose via rounding of division operation.

Games Development Project — games.vikrantb.com/

June 2018 — Present

Development of various games from scratch including breakout, tic tac toe, helicopter game etc. Technologies used: JavaScript.

Swift/iOS Development Project

Aug 2021 — Present

Designed both front and backend of a mini-social media app with a live-messaging, posting images/text, commenting, and likes.

Parallel Programming Project

Aug 2021 — Present

Minimizing time complexity for common algorithms - max, sum etc.