ANKUSH SHARMA

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OBJECTIVE

To work in a challenging and a rewarding environment and continuously push myself to new heights.

EDUCATION

Indian Institute of Technology (BHU), Varanasi	**July 2012 – Current**
B.Tech in **ECE** (Current CGPA**: 8.35/10**)	
Passed CBSE Xth (Matriculation) Examination with 94.2%.	2009
Passed CBSE XIIth (Intermediate) Examination with 88.2%.	2011

SKILLS AND INTERESTS

Languages: Intermediate at Python, C/C++, JavaScript/Node.JS and HTML/CSS. Basic working proficiency with SQL, Java & Shell.

Frameworks & Technologies: Django, Express.js, GIT.

Areas of Interest: Application Development, Network Programming and Competitive Programming.

WORK EXPERIENCE

Google Sumer of Code 2015   **April 2015 - Sept 2015**

- Developer for the **GNU-Mailman** project.
- Authored and currently maintaining the Node.js **mailman-client**. It is the SDK that drives development of Node.js applications on the top of Mailman-core.
- Gained insight into core JavaScript elements like prototypical inheritance model, promises, unit testing methodologies and made heavy usage of open source tools/libraries like Bluebird, Mocha, Sinon, Chai, Lodash etc.
- References available on request.

Get Me A Shop (Software Intern)   **May 2015 – June 2015**

Get-me-a-shop is a B2B startup which aims to power the online presence of businesses and sellers.
- Developed a multi-channel e-commerce software through which sellers can perform inventory uploading, order pulling and   sync operations for various online market places all at a single place.
- Exposed REST APIs for some of their existing applications.
SKILLS ACQUIRED: *Python, Django, JavaScript, HTML/CSS, Web APIs.*

Makemymails (Developer)   **Oct 2013 – Feb 2014**

- A cloud based application that powers users to do bulk emailing by using a single email template with features like email scheduling, tracking etc.
- The platform provides fast advertisement and marketing solutions to businesses and can be used for personal purposes too.
- Winner at **Startup-dash, New Delhi, 2014** and among the **finalists** of **Google Cloud Developer Challenge** 2013-2014.
SKILLS ACQUIRED: *Python, HTML/CSS, JavaScript, Django, Google App Engine, Google APIs.*

CONFERENCE SPEAKING ENGAGEMENTS

Python,the eyes of real world computer applications   **PyCon, India 2014**

(http://in.pycon.org/funnel/2014/208-python-the-eyes-of-real-world-computer-applications)

Delivered a talk at **PyCon, India 2014** on the tools required to build Human Computer Interaction projects with Python.

Video Link :   https://www.youtube.com/watch?v=XP8SV42YcDo

PROJECTS

PTOP (http://black-perl.me/ptop)
A terminal based task manager for linux based systems with real time visuals of resource usages. The project received > 1K

downloads in the first two days and trended on GitHub for a week.

Python, System Programming.

TWEETY   (http://tweety.herokuapp.com)

A web application that predicts a tweet corresponding to a twitter handle. It uses a trained Markov bot that uses bigram probabilities to generate a tweet from a structured data set generated from tweet history of users.

Machine Learning, Django, HTML/CSS, Twitter API.

ANONYMOUS_ME   (http://anme.herokuapp.com/)

A URL shortening service that generates a shortened URL from a user entered URL.

Django, PostgreSQL.

OpenDB   (https://github.com/black-perl/OpenDB)   **(Work in progress)**

The aim of the project is to implement a prototype of a relational database management system from scratch to gain more knowledge of advanced data structures & algorithms and DBMS internals.

C++, C, Algorithms & Data Structures.

VIRTUAL-USER   (https://github.com/black-perl/Virtual-User)

A Desktop application that powers users to do primitive operations like scrolls, clicks, mouse-movements by using hand gestures alone. The application translates different colors to different computer operations by using color detection algorithms.

Python, Image processing, Linux interfacing.

TOUCHLESS-FLAPPY   (https://github.com/black-perl/Touch-free-flappy-bird-game)

A flappy bird game interfaced to be played by hand gesture movements. Used Pygame library for developing the game and SimpleCV library with various Image Processing algorithms for interfacing the game with hand gestures.

Python, Image processing, Gaming.

PLAY SUDOKU   (http://goo.gl/yADWt8)

A Sudoku solver web application that uses backtracking algorithm to solve a Sudoku puzzle entered by user.

JavaScript, HTML/CSS, Algorithms.

POSITIONS OF RESPONSIBILITY

- Conducted multiple workshops and hands-on sessions on Web APIs, Databases, Python, GIT and other technologies as a senior member of **CLUB OF PROGRAMMERS,** IIT-BHU.
- Successfully coordinated an app development event **Code-4-2day** for the departmental fest **UDYAM**. It was an effort to build programming culture at IIT-BHU and to encourage fellow students to contribute to open source software.

ACHIEVEMENTS

- **Microsoft Prayass-2014**: The task was to build a fast query system for MSN's log files with size > 1GB. Stood **#3** in the event.
- Cracked the **IIT-JEE Examination** with an all India rank of 1791, being ranked in top **1%** of total candidates taking the exam in 2012.
- Stood **#25** in all India computer science quiz conducted by **Google Developers Hyderabad** as part of **TECHNEX, 2014**. (techno-management event of IIT BHU)