Samanyou Garg

Curriculum Vitæ

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Education

2015–2019, with 2017-18 in industry

BSc in Computer Science, **University of Manchester, Manchester.**
- Achieved a 1st class grade for "first year team project" leading a team of 5 people over 12 weeks.
- First and second year units: OOP in Java, System Architecture, Algorithms, Computation, Databases, Artificial Intelligence, Machine Learning, Operating Systems, Software Engineering, Computer Graphics and Image Processing, Distributed Systems.

2011-2015

High School, Sanskriti School, Delhi, India.
- Passed class 12th with 1st class in 2015 with Mathematics, Science, Computer Science and English.
- Passed class 10th with highest score (10 out of 10 CGPA) in 2013 with Mathematics, Science, Computer Science and English.

2008-2011

Middle School, Sunbeam School, Varanasi, India
- Obtained 95.3% marks maintaining excellent performance of scoring more than 95 % marks from class 1 to class 8.

Experience

June 2016 to September 2016 (3 months)

Summer Intern, "Centre for Railway Information System", an organization of the Ministry of Railways, Government of India.
- Modified the design of "Rail Road Crossing Management System" for IT enablement of Railway line and Road Crossing works for better planning, coordination and faster execution of work between two Government Departments.
- Identified and analyzed customer's requirements, processed flow charts involving customers at each stage and completed the project as per timeline incorporating all milestones with full customer satisfaction.

December 2015 to January 2016 (4 weeks)

Winter Intern, "Centre for Railway Information System", an organization of the Ministry of Railways, Government of India
- Modified the design of "Track Management System", an application for the e-enablement of Railway Track on IT Platform for better Railway Track Planning and Management.

Technical Projects

Stendhal Open Source Game

Stendhal is a multi-player online adventure game with over ten years of commit history.
- Tested, debugged, built, developed and deployed a multi-user, multi-threaded, client-server open source game containing over 6000 Java classes and 1800 test cases using Eclipse, Git, Apache Ant, Jenkins, Junit and SonarQube. Worked on the automation of builds and tests leading a team of 6 people over 12 weeks.

Budget Tracking Web Application

- Built a web-based application for University students for online income and expense management, providing its analysis in a really simplified form.
- Implemented an algorithm to show real-time cash flow forecast in the form of a graph.

Distributed Systems

- Developed an "Instant messaging system" using a self-made message passing client and server allowing any number of clients to connect and identify themselves with a 'screen name'.

Java	• Developed a "Snake game" using Java as part of coursework and added some extra features.
Machine Learning	• Developed a "Handwritten Digit Recognition" algorithm as part of Machine Learning coursework to classify the digits from 500 data samples and a Spam Filtering" algorithm to distinguish between 'spam', 'non-spam' and 'uncertain' email messages.

Voluntary Work

2011-2013	**The Global Education and Leadership Foundation**
	• Keenly volunteered in 3 years' community health program - Life Skills and Leadership Program.
	• Stayed in a village in Rajasthan, India and interacted with villagers and their children, listened and solved their problems, helped them in daily chores and encouraged them for higher purpose in life.

Computer Skills

Programming	Java, HTML, Python, C/C++, PHP, Assembly, Matlab, Prolog, Visual Basic, SQL, Swift.	**Application Skills**	Microsoft Office, OpenOffice, LibreOffice, Latex, Atom, IntelliJ, Eclipse, Visual Studio, Jupyter.

Interests

Hobby Projects	• Developed a cloud based android wallpaper app "Walmob" which was a "Top Paid App" worldwide on Google Play store providing users custom made, unique and innovative wallpapers of all variety on a single platform.
	• Developed leading Mobile Monetization Platform - "Nandi Cash" which is a rewards exchange platform that brings real rewards to its users whilst ensuring maximum value for advertisers.
	• Developed Ice Cream Treats, which is a Unity based connect- 3 style game allowing users to compete with friends online, completing the levels one by one and reaching the highest level while having fun.
	• Member of Manchester Entrepreneur, Indian, Computer Science, HackSoc Societies. Regularly participate in hackathons. Helped me develop skills, experiences and ideas beyond degree course.
Off the PC	• Socializing has become an important part of my life.
	• Actively participate in quizzes, sports tournaments especially badminton, chess and dance competitions.
	• Having diverse things to do helps keep my days exciting which matches my outlook on work and life.

References available on Request.