DEVANSH GUPTA

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Programming Languages: C, C++(STL), Python, Matlab, SQL, Bash Scripting, HTML, Javascript, ReactJS

EDUCATION

B.TECH. IN COMPUTER SCIENCE & ENGINEERING (GRADUATING IN MAY 2021)
INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY HYDERABAD | CGPA: 8.11/10

INTERMEDIATE (12TH)
CBSE BOARD | PERCENTAGE: 92%

MATRICULATION (10TH)
ICSE BOARD | PERCENTAGE: 91.6%

SKILLS

- Experienced **Self Learner:** Using MVC Frameworks, Git; **competitive coder, public speaking** (Workshops, Debates).
- Unity Game Engine, Machine Learning, Linear Programming, Web Scraping, Android, Flask, openGL, webGL, etc.

EXPERIENCE

JP MORGAN CHASE & CO. - SOFTWARE ENGINEERING VIRTUAL INTERN　　　　　　**JULY 2020 - AUG 2020**
- Learnt visualisation of large, real-timed datasets with perspective (data visualisation tool from JP Morgan).
- Front-end web development of financial data feeds notifying at any anomaly in relative prices of 2 stocks.

MICROSOFT R & D - SOFTWARE ENGINEERING INTERN　　　　　　**MAY 2020 - JULY 2020**
- Implemented end-to-end pipeline for 3 features enabling canvas size customisation in Visio Online in 6 weeks.
- Took the initiative to author a technical report comparing 2 other competitors of the drawing application.
- Extended Pre-Placement Offer for doing a commendable job. Feature will be available in production by Sept 2020.

DENSITI - MOBILE APP DEVELOPER　　　　　　**JUNE 2019 - JULY 2019**
- Collaborated with an award-winning startup on a project to make password sharing safe and easy.
- Improved existing solution by using Autofill framework from android. Also launched the website for the firm.

VIRTUAL LABS (EDUCATION MINISTRY INDIA PROJECT) - SUMMER INTERNSHIP　　　　　　**MAY 2018 - JULY 2018**
- Project involved creating experiments teaching data structures, algorithms & complexity analysis to beginners.
- Worked in a team of 20 students. Harnessed open-source tool Matomo to add data analytics to the experiments.

ACCOMPLISHMENTS & AWARDS

- Received t-shirt for qualifying round 2 in **Facebook Hacker Cup 2020**, an annual coding competition.
- Served as **Teaching Assistant;** taught and conducted doubt sessions for over 200 students.
- Headed Student Cultural Committee as **Cultural Secretary**, planned and organised over 20+ events in a year, Led a team of 18 people, interviewed and selected new members for the committee.
- **Cultural Coordinator** for the annual fest, managed over 300+ performers for the inaugural ceremony.
- Ranked **1080** among **1.2 million** participants in Joint Entrance Examination - Main 2017.
- Awarded **Merit Certificate** for being in **Top 0.1 percentile** in **Computer Science** in senior secondary examination.

SIGNIFICANT PROJECTS

Research Project - Unity Covid Game: Coordinating with a team of UI designers and game development experts to create a game examining patterns in trading resources. Sentimental analysis will be used to study human factors.

Mosquito Breeding Site Recognition: Volunteered as the team leader, performed Image Classification using SIFT feature extraction & majority voting over various classifiers. Achieved average accuracy of 82.9 % and F1 score of 79.

Extreme Tic Tac Toe Bot: Designed an agent to play the game using iterative deepening & min-max algorithm. Zorbist hashing and alpha-beta pruning is applied to make bot efficient by 30 %.

Mini SQL Engine: Created a lightweight engine using command line interface to execute a subset of SQL queries over relational databases with low memory requirements.

Graphics - 2d & 3d Games: Pacman (2D), flying jet simulator & jetpack joyride (3D) were developed using new techs like openGL and webGl. Implemented interactive features like boomerang (Pacman), barrel roll.

COURSES TAKEN

Mathematics: Probability, statistics, linear algebra, complex numbers, differential equations.
Computer Science: Data structures and algorithms, operating systems, networking, introduction to machine learning, optimisation methods, artificial intelligence, computer vision, Database Systems, etc.