DEVANSH GUPTA

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EDUCATION

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY, HYDERABAD **2017 - 2021**

BACHELORS OF TECHNOLOGY IN COMPUTER SCIENCE & ENGINEERING | CGPA: 8.19/10 | DEAN'S LIST 2021

Coursework:

- **Mathematics**: Probability, Statistics, Linear Algebra, Complex Numbers, Differential Equations, Graph Theory.
- **Computer Science**: Data Structures and Algorithms, Operating Systems, Advanced Computer Networks, Software Design, Machine Learning, Optimization Methods, Artificial Intelligence, Computer Vision, Distributed Systems.

WORK EXPERIENCE

MICROSOFT - SOFTWARE ENGINEER Java .NET Azure Docker Kubernetes Apache **JUNE 2021 - PRESENT**

- Part of the Web Defense team developing security tools against phishing and social engineering,
- Exploring various infrastructural choices to reduce latency and increase efficiency nullifying 90% attacks.

JP MORGAN CHASE & CO. - SOFTWARE ENGINEERING VIRTUAL INTERN Python React **JULY 2020 - AUG 2020**

- Learned visualization of large, real-time datasets with perspective (data visualization 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 Typescript React C# **MAY 2020 - JUNE 2020**

- Implemented end-to-end pipeline for 3 features enabling canvas size customization 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 Android Wix **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) - SUMMER INTERN Javascript PHP **MAY 2018 - JULY 2018**

- The 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.

SKILLS

- Experienced Self-learner, Competitive Coding, Public Speaking and Presentation, Team Management.
- **Programming Languages:** C, C++(STL), Python, Java, Matlab, Bash Scripting, HTML5, CSS, Javascript. openGL.
- **Frameworks**: Pytorch, Flask, Django, Rest frameworks (Springboot, Djangorest), .NET core, reactJS.
- **Databases/Misc:** PostgreSQL, mongoDB, Git, Google Analytics, AWS, Heroku, Docker, Linear Programming.

ACCOMPLISHMENTS & AWARDS

- Received t-shirt for qualifying round 2 in **Facebook Hacker Cup 2020**, an annual coding competition.
- Served as **Teaching Assistant and Associate;** taught and conducted doubt sessions for over 200 students.
- Headed Student Cultural Committee as **Cultural Secretary**, planned and organized 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 %** in **Computer Science (C++)** in senior secondary examination 2016.

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.