

DEVANSH GUPTA

TELEPHONE: +91-6395438958

EMAIL: DEVG1102@GMAIL.COM

WEBSITE: DEVU1999.GITHUB.IO



EDUCATION

B.TECH. IN COMPUTER SCIENCE & ENGINEERING

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY HYDERABAD

2017- PRESENT (**GRADUATING IN MAY 2021**) | CGPA: 7.98/10

INTERMEDIATE (12TH)

CBSE BOARD | PERCENTAGE: 92%

MATRICULATION (10TH)

ICSE BOARD | PERCENTAGE: 91.6%

EXPERIENCE

SOFTWARE ENGINEERING VIRTUAL INTERN

[TYPESCRIPT, PYTHON]

JP MORGAN CHASE & CO. | AUG 2020

- Worked on visualisation of large, real-time datasets with perspective.
- Established financial data feeds with front-end web development.

SOFTWARE ENGINEERING INTERN

[REACTJS, C++, C#]

MICROSOFT (R & D) | MAY 2020 - JULY 2020

- implemented end-to-end pipeline for page resizing (preset & custom) in Visio Online. Challenges involved understanding complex architecture.
- Received Pre-Placement Offer for doing a commendable job. Feature will be available in production by Sept 2020.

TEACHING ASSISTANT (LINEAR ALGEBRA)

IIIT HYDERABAD | JAN 2020 - MAY 2020

- Responsibilities: Conduct tutorials & doubt sessions, paper correction.

MOBILE APP DEVELOPER

[ANDROID]

DENSITI | JUNE 2019 - JULY 2019

- Worked on a project to make password sharing safe and easy.
- Explored the new autofill framework from android.

SOFTWARE DEVELOPER

[BLOCKCHAIN]

SPINLOGICS | SEPT 2018 - DEC 2018

- Worked on the development and interoperability of a semi-public blockchain network for sharing documents.

SUMMER INTERNSHIP

[HTML5, JAVASCRIPT, PHP]

VIRTUAL LABS (MHRD INDIA PROJECT) | MAY 2018 - JULY 2018

- Created experiments to ease learning of data structures and algorithms.
- Added data analytics to the experiments to record views and feedback.

PROJECTS

RESEARCH PROJECT - CENTRE FOR VISUAL INFORMATION TECHNOLOGY

- This currently ongoing project involves using application of computer vision like object detection, stereo matching, etc.
- Previously worked on SVBRDF acquisition of 3D objects.

MOSQUITO BREEDING SITE RECOGNITION

[PYTHON, ML ALGORITHMS]

- Used SIFT feature extraction & majority voting over various classifiers.
- Achieved average accuracy of 82.9 % and F1 score of 79.

EXTREME TIC TAC TOE BOT

[PYTHON, AI ALGORITHMS]

- Developed an agent using iterative deepening & min-max algorithm.
- Zorbist hashing and alpha-beta pruning is used to make bot efficient.

FILE TRANSFER SYSTEM & PROXY SERVER

[C]

- Established persistent & non-persistent connection for file transfer.
- Built multi-threaded HTTP proxy server with caching & blacklisting.

GRAPHICS - 2D & 3D GAMES

[C++, OPENGGL, WEBGL]

- Pacman (2D), flying jet simulator & jetpack joyride (3D) were developed.
- Implemented interactive features like boomerang (Pacman), barrel roll.

TECHNICAL SKILLS

PROGRAMMING AND SCRIPTING

C++, Python, Matlab, ReactJS, HTML5, openGL, Javascript, PHP, Bash

FRAMEWORK/DEVELOPMENT ENV

Django, Flask, Pytorch, Visual Studio, Android Studio

DATABASES/MISC

MySQL, MongoDB, Git, Google Analytics

COURSES TAKEN

advanced computer networks, distributed systems, statistical methods in artificial intelligence, optimisation methods, etc.

ACHIEVEMENTS

ACADEMICS & TECHNICAL

- Rank 1080/1.2 million (Top 0.0009%) in JEE Mains 2017.
- Certificate of Merit in Computer Science (Top 0.001%) by CBSE board.
- Expert (1600+ rating) on Codeforces: **qualified for facebook hacker cup 2020 round 2**, participated in google kickstart, etc.

CULTURAL

- Cultural Secretary IIIT-H 2019-20.
- Felicity Cultural Coordinator IIIT-H: the largest college fest in Hyderabad.
- Cultural House Representative IIIT-H.
- School House Captain.

INTERESTS

Computer Vision, Software development, Quantative Research.