

# GOVINDA TOTLA

Junior Undergraduate  
Computer Science and Engineering  
Indian Institute of Technology (BHU) Varanasi

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## OBJECTIVE

In anticipation of a challenging opportunity that will allow me to utilize my problem-solving skills and attention to detail to further develop my abilities in the field of Computer Science.

## EDUCATION

### Indian Institute of Technology (BHU), Varanasi

July 2016 – Current

- B. Tech. in Computer Science and Engineering (Current CGPA: 8.85)

Semester	I	II	III	IV
SGPA	8.61	8.75	8.95	9.10
YGPA	8.68		9.01	

### Garima Vidhya Vihar, Indore

2016

- Central Board of Secondary Education (CBSE) – Class 12<sup>th</sup> (Percentage: 89.80%)

### Chameli Devi Public School, Indore

2014

- Central Board of Secondary Education (CBSE) - Class 10<sup>th</sup> (CGPA: 9.8)

## SKILLS AND INTERESTS

- Languages:** C++, C, Python, HTML, CSS, SQL, Bash, JavaScript
- Technologies/Tools:** Amazon Web Services, Google Big Query, Google App Engine, Django, Git, Latex
- Areas of Interest:** Data Structure, Algorithms, Web Development.

## TECHNICAL EXPERIENCE

### Software Engineering Intern

Bluestacks, Gurgaon

Summer 2018(8 weeks)

#### Bluestacks : Member of Cloud Team

**Project Title:** Translation of text in an image from one language to other.

- Used **Google Vision API** to detect text in an image and extract their bounding boxes.
- Translated text using **Google Translate API**
- Created the translated image using **Python Imaging Library**.
- Exposure : Google API's, Python Libraries – PIL

**Project Title :** Quest Click Prediction using Machine Learning for better user experience

- Extracting data of relevant features from data-store using **Google Big Query**
- Used **supervised learning algorithms** to train the model to predict if user should be shown the quest page or my apps page when Bluestacks app player engine starts.
- Exposure : Google Big Query, Google App Engine, Python libraries – Pandas, sklearn, matplotlib, Machine Learning

**Project Title :** Google Chrome Extension to automate population of new offers to data store

- Built a **chrome extension** for highlighting the status of offers on vendors site – running, paused, rejected.
- Used **Ajax call** to load external json using Bluestacks API. Also made buttons to automate the process of populating new offers into data store.
- Exposure : JavaScript, Web Scrapping, Web automation

**Project Title :** Amazon Machine Images with 1-Click Ready Bluestacks App Player installed on Windows

- Made a few **AMI's** with Bluestacks installed and working on different Windows configuration
- Exposure : Amazon web services

## PROJECTS

### Trading Agent Model using Reinforcement Learning

Jan-Apr '18

Exploratory Project : Guided by Dr. S.K.Singh

- Built a trading agent model based on **Q-Learning algorithm** for price prediction.
- Exposure : Reinforcement Learning, Python Libraries – Pandas, Numpy, Matplot

## Institute Election Portal

Aug-Nov '17

Course Project : Guided by Dr. Amrita Chaturvedi

- The election portal is an end to end web application with Material design to automate election procedures including nominations, voting and results.
- Exposure : Python, Django, HTML, CSS, Bootstrap, SQL

## College Network using Facebook Graph API

July'18

- A web platform to cluster together information about all events and workshops going on in the institute. It used Facebook's Graph API to crawl through relevant pages of different clubs according to user preference.
- Exposure : API's, Web scrapping, Web automation

## ACHIEVEMENTS

### Competitive-Programming :

- Qualified for **ACM ICPC Gwalior Regionals 2017**, ranked **32<sup>nd</sup>**/601 teams (Team of 3).
- Selected in **Top 30** teams in GS Quantify 2017, a flagship contest organized by Goldman Sachs.
- Ranked **3<sup>rd</sup>** in India in Hello 2018, on Codeforces amongst **6000** participants.
- Ranked **1<sup>st</sup>** in the institute in **International Coding Marathon 2018**.
- Ranked **2<sup>nd</sup>** in **SOH CAH TOH**, a mathematical programming contest, by **IIT Indore** in their inaugural fest **Euristica'18**.
- Ranked **4<sup>th</sup>** in India in **AIM Tech Round 4**, amongst 3300+ participants on Codeforces.
- Ranked **6<sup>th</sup>** in India in Codechef June Long challenge 2018.
- A **master** level programmer on **Codeforces** (max. rating of **2172**). ([Profile](#))

### Academic :

- Qualified **JEE-Advanced** exam with an all India rank **687** amongst **0.2 million** aspirants, which were selected though **JEE mains** from about **1.4 million** candidates.
- Qualified **JEE mains** with over **99 percentile**.
- Awarded with State Level **NTSE** scholarship, a scholarship program organized by NCERT.

### Extracurricular :

- Placed **1<sup>st</sup>** in **India** in **ICPC Team Logo Challenge**, a logo making competition organized by Codechef and ICPC.
- Selected for interview in **Curiosity'16**, a reasoning and communication skill competition organized under **Shilp**, festival of Civil Engineering Society of our institute.

## POSITIONS OF RESPONSIBILITY

- **Secretary, Club of Programmers - IIT (BHU)**, Responsibilities include **managing** and **holding** of all programming activities (workshops, events, competitions) and their **publicity** and **marketing** through-out the institute all over the year and spreading the programming culture.
- **Co-headed the Web Team of Codefest'18**.
- **Co-coordinator** of the event **CodeStart** under **Codefest'17**.
- **Problem Setter** on Codeforces in various contest organized under Club of Programmers.

## PERSONAL INFORMATION

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|-------------------------------------|--|
| • Father: Late. Suresh Totla        | • Mother: Rajlata Totla                        |
| • Nationality: Indian               | • Gender: Male                                 |
| • Hometown: Indore, Madhya Pradesh. | • Date of Birth: 17 <sup>th</sup> August, 1998 |