

# SHANTANU GUPTA

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## SKILLS

Python, Django, Flask  
Octave (Matlab), C  
Flash8, Unity C#  
HTML, CSS, JavaScript

## ACHIEVEMENTS

Won 3rd prize in TCS Game On 2016, national level game design contest (participation from 15000+ teams).

Won 2<sup>nd</sup> prize in National level coding competition at Comfest 2011, Seth AR Jaipuria School, Kanpur (participation from 30+ schools of North India).

Participated and ranked 2<sup>nd</sup> in C-Gambling 2015, the coding event of the BIET (Ranked #1 in written round).

Participated and ranked 67<sup>th</sup> in round 1 of Codevita 2016, a national level coding contest (participation from 5000+ teams from 500+ colleges).

Perfect score in AMCAT Computer Programming Module (National Percentile of 100%) and above 96% percentiles in English, Qualitative, Logical Abilities.

Ranked 9247 in IIT-JEE Advanced 2013 (1.5 lakh pre-screened applicants, percentile > 93%) and 2902 in UPSEE 2013 (among 2 lakh applicants, percentile > 98%).

## EDUCATION

Certificate	Institute	Percentage	Year
B.Tech, Computer Science & Engineering.	BIET, Jhansi (UPTU)	70%	2017*
Intermediate (12 <sup>th</sup> )	Modern School, Lucknow(ISC)	90%	2012
High School (10 <sup>th</sup> )	Modern School, Lucknow(ICSE)	91%	2010

\*Expected

## WORK EXPERIENCE

### Project Intern at Gamification-TCS, Gurgaon

**Mentor:** Mr. Pradeep Mittal **Language:** C# **Platform:** Unity3D (Jun 2016-Aug 2016)

- Worked with gamification team and developed POC for Serious and Cultural Games.
- Designed and Developed motion games for Android and iOS platform.

### Remote Intern at TCS, Lucknow (online)

**Mentor:** Mrs. Swati Bhandari **Language:** Python, Django, Bootstrap etc. (Jul 2016)

- Developed a dynamic and responsive website to manage attendance and leaves of college faculty and students.
- Deployed the site to Heroku Cloud Application Platform.
- Github Link: [/gupta-shantanu/CollegeSystem](https://github.com/gupta-shantanu/CollegeSystem)

## PROJECTS

### French Engineer

Cultural game designed while working with gamification team of TCS. Developed in Unity using C# language. Play tested in Android and iOS platforms.

### Image Manipulating Neural Net

Machine learning algorithm in Octave 20x20 neural network for image manipulation using gradient descent. Github Link: [/gupta-shantanu/ml-image training](https://github.com/gupta-shantanu/ml-image training)

### Quiz Engine

An interactive Quiz module for Schools IT Quiz competition on Macromedia Flash 8 6 interactive rounds, dynamic scoring, animations and on the go banner display Github Link: [/gupta-shantanu/dumpcode](https://github.com/gupta-shantanu/dumpcode)

### Huffman Compressor

CLI application written in Python. Achieves lossless universal compression using Huffman algorithm. Github Link: [/gupta-shantanu/huffman](https://github.com/gupta-shantanu/huffman)

### Tic Tac Toe A.I.

Single player Tic-Tac-Toe engine written in Python. Uses AI heuristic search algorithm of min-max search using alpha-beta pruning. Github Link: [/gupta-shantanu/dumpcode/tic\\_tac\\_toe\\_AI](https://github.com/gupta-shantanu/dumpcode/tic_tac_toe_AI)

### Mirage

Platformer game written in C# using Unity. Developed as a part of Game On contest and was 2nd runners up among over 10,000 entries. Github Link: [/gupta-shantanu/Mirage](https://github.com/gupta-shantanu/Mirage)

## ACTIVITIES

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**Conducted IT Quiz** Helvetika-2k12 for School, coded and designed the interactive quizzing module for the same.

**Conducted Codercup-2016** for college forum COSSCO, which involved participants submitting code to a codechef like judge in a local server.

**Solved** numerous competitive coding problems on sites like HackerRank, SPOJ, Interviewbit. Ranked 3200 on [SPOJ](#) (user: [lawliet](#))

**Member** of Computer Science Department forum COSSCO. Coordinator of various events for the same.

## HOBBIES

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Origami, Free Hand sketching etc.

## OTHER PROJECTS

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### Minesweeper

Puzzle game written in *Python* with customizable difficulty levels and grid, Used TKinter bindings to implement GUI.

*Github Link:* [/gupta-shantanu/minesweeper](#)

### ChromePlayBOT

*Python* bot that plays chrome dinosaur Game by analyzing screen images.

*Github Link:* [/gupta-shantanu/dumpcode](#)

### Graph Plotter

*Java Applet* that plots graphs for arbitrary mathematical functions.

Multiple overlapping curves (up to 4) supported.

*Github Link:* [/gupta-shantanu/dumpcode](#)

### pyHoroscope

Contributions to a small open-source project: pyHoroscope ([/tapasweni-pathak/pyhoroscope](#)) a *Flask* based *REST API* to fetch horoscope as JSON. Deployed on Heroku cloud platform.

### Flash Games

*Arkanoid* ([/gupta-shantanu/macrolash-smashit](#)) 6 levels of gameplay with accurate collision physics

*Tower of Hanoi* ([/gupta-shantanu/macrolash-hanoi](#)) Customizable difficulty and graphic UI

*Pacman* ([/gupta-shantanu/macrolash-pacman](#)) User controlled player with 6 levels of gameplay

*Tic Tac Toe* ([/gupta-shantanu/macrolash-tictac](#)) 3 level difficulty with final level being unbeatable, 2 players also supported  
All aforementioned applications are coded on *Macromedia Flash 8*.

### IMDB scrapper

Parses internet movie database and fetches ratings for given movie displays movie poster.

Can correct misspelt movie names by scrapping IMDB suggestions page.

*Github Link:* [/gupta-shantanu/dumpcode](#)

### Others

*C language* CLI games like [ASCII-snake](#) and [DOS-piano](#), *Visual Basic 5* apps like guessing game, chess clock timer

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I hereby declare that the above information is accurate to the best of my knowledge.