

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

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

Participated and ranked 67th 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 (<i>UPTU</i>)	70%	2017*
Intermediate (12 th)	Modern School, Lucknow(<i>ISC</i>)	90%	2012
High School (10 th)	Modern School, Lucknow(<i>ICSE</i>)	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.

VIRTUAL INTERNSHIPS

Intern at Edudrona (*online*)

Mentor: Mr. Rohit Manglik **Language:** Python, Selenium (Sep2016-Present)

- Collaborated with Edudrona Open Source Team to build a Web scrapping project.
- Dealt with huge datasets, performance related issues and code optimizations.

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 & 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-imagetraining](https://github.com/gupta-shantanu/ml-imagetraining)

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 called 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

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 on a local server.

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

HOBBIES

Origami, Free Hand sketching etc.

OTHER PROJECTS

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](#)

LawProxy

Django Application that translates URLs to bypass local ISP censorships.
Github Link: [/gupta-shantanu/proxySite](#)

Others

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

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.
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.

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