

# SHANTANU GUPTA

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## SKILLS

Python, Django, C  
Octave (Matlab), Flash8,  
Unity C#

## 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

## 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 game components for Android and iOS platform.

Intern at Candid Cohort Infosolution (Work at home)

Mentor: Ms. Bhavya Jindal Language: Django REST framework (Nov 2016-Jan 2017)

- Design and Development of APIs using Django Rest Framework and RAML.
- Preparing Logics/Algorithms and Creating UML/ DFDs for the REST API.

Intern at Edudrona (Work at home)

Mentor: Mr. Rohit Manglik Language: Python, Selenium (Sep 2016-Oct 2016)

- Collaborated with Edudrona Open Source Team to build a Web scrapping project.
- Enriched and repaired broken data by leveraging Google and Facebook APIs.

Intern at TCS, Lucknow (Work at home)

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 and 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 Style Transfer using ConvNets

Final year project based on research paper of the same name. Produces restyled image with content information from one image and artistic style from another image.

### 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)

### Data Enrichment Preprocessor

Scrap huge datasets from web and leverage googlemaps and autocomplete API to reconstruct/repair broken data before it is fed inside Wordpress Superlist. Github Link (Collaborator): [/rohitmanglik/data-enrichment](https://github.com/rohitmanglik/data-enrichment)

### 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)