

# Jayaditya Gupta

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[www.github.com/hackertron](http://www.github.com/hackertron)

[jaygupta.me/home.html](http://jaygupta.me/home.html)

New Delhi, India

## Work Experience

- **Appyware**  
*Game Developer Intern* *Feb 2017 - April 2017*
  - Responsible for writing game functions and modules
  - Technologies used : Unreal Engine 4, C++, Blueprints
- **WikiToLearn**  
*Core Developer* *Aug 2016 - Present*
  - Responsible for maintaining WikiToLearn cross-platform Desktop Client. Also responsible for promoting WikiToLearn in India.
  - Technologies used : Qt, C++, JS, QML, SQLiteDB
- **Google Summer Of Code**  
*Student Software Developer : KDE* *May 2016 - Aug 2016*
  - Built a cross-platform desktop client from scratch to browse WikiToLearn. The client can browse WikiToLearn, save the pages and support offline engagement. The client is available on Windows, Linux, Mac, iOS and Android devices.
  - Technologies used : Qt, C++, JavaScript, QML, SQLiteDB
- **kuromanga.com**  
*Front-end Developer* *March 2015 - Aug 2015*
  - Created complete front-end and content for kuromanga.com.
  - Technologies used : HTML, CSS, JS and JQuery

## Education

- **Amity University** Delhi NCR, India  
*BSc in Information Technology* *July 2014- June 2017*
  - CGPA : 8.33/10.0
  - Major Projects : Telegram bot to answer FAQ for the university, Time-attack game in Unreal Engine 4 (C++)

## Open Source Contributions

- **WikiToLearn** : Ive been contributing to Open Source for the past one and a half year with WikiToLearn community. Written articles and tutorials for WikiToLearn project.
- **Zardus/ctf-tools** : Written setup scripts for security research tools.

## Skills

- **Platforms/Stack:** LAMP, Heroku , AWS, Windows, Linux
- **Programming Languages:** C++, C, Python, PHP, JS, Bash, AutoIT
- **Frameworks / Tools:** Qt Creator, Slim framework, Wireshark, NMAP, Metasploit
- **DBMS:** MYSQL, SQLiteDB, postgresql
- **Tools:** Photoshop, ollydbg, IDA, PEtools
- **DBMS:** MYSQL, SQLiteDB, postgresql
- **VCS:** GIT
- **Others:** Reverse Engineering, Malware Analysis

## Projects

- **BatteryBot (2017):** A time-attack game to collect batteries for the robot.  
Technology used : Unreal Engine 4, C++, 3dsMax
- **Flappy (2017):** flappy bird game made with V-play Engine Edit Add topics.  
Technology used : Qt creator , V-play engine , Javascript , QML
- **CryptSteg (2016):** CTF-like platform mainly focused on Cryptography and Steganography.  
Technology used : Apache, PHP, MySQL, JS, HTML, CSS
- **OWASP-Demo (2016):** Web application to demonstrate OWASP top 10 vulnerabilities.  
Technology used : Apache, PHP, MySQL, JS, HTML, CSS
- **PaytmCare (2016) :** Paytm customer service Chatbot at Paytm hackathon (build for India 2016).  
Technology used : Python, Django, Heroku

## Talks, Experiences and Achievements

- **FOSSASIA Summit17, Singapore** **Mar 2017**  
Selected as a speaker for a talk for demonstrating 'WikiToLearn cross-platform client and how it was built.
- **WikiToLearn India Conference, The LNMIIT Jaipur** **Jan 2017**  
Gave talk about WikiToLearn client and how to contribute to WikiToLearn and Open Source in general.
- **Akademy 2016, Berlin** **Sept 2016**  
Gave talk and organized a BOF session on WikiToLearn.
- **OWASP Delhi:** **Mar 2016**  
Member and Speaker at OWASP-Delhi chapter.
- **AWS Educate** **Jan 2016**  
Organized AWS workshop (19th January 2016) at Amity University.
- **CCFIS-HackersCup** **Jan 2015**  
Rank 3rd in CTF-competition