

Rishabh Gupta

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EDUCATION

GURU GHASIDAS UNIVERSITY (CENTRAL UNIVERSITY)
BTECH | COMPUTER SCIENCE AND ENGINEERING
 Bilaspur, Chattisgarh
 2014 - 2018(expected)
 Cum. GPA: 9.0 / 10

KENDRIYA-VIDYALAYA NOIDA
SENIOR SECONDARY | CBSE
 2014 | Noida, India
 Percentage - 92.80%

KENDRIYA-VIDYALAYA NOIDA
SECONDARY | CBSE
 2012 | Noida, India
 CGPA - 9.8 / 10

LINKS

Github:// [mr-easy](#)
 LinkedIn:// [rishabhgupta1997](#)
 CodeChef:// [easy_](#)
 HackerEarth:// [rishabhg1997](#)

COURSEWORK

UNDERGRADUATE

Operating Systems
 Object Oriented Prog. with C++
 Advanced Programming through Java
 Data Communication and Networking
 Data Structures
 Design and Analysis of Algorithms
 Discrete Mathematics & Fuzzy Logic
 Software Engineering
 Relational Database Management Sys.
 Microprocessors & Peripherals

INDEPENDENT

Algorithms
 Theory of Computation
 Digital Logic and Design
 Computer Organisation
 Intro to 3D Graphics with three.js

INTERESTS

Competitive Programming • Game Development • 3D Modelling & Sculpting • Drawing • Badminton • Gaming • Quora • Web-Surfing •

PROJECTS

CPU PROCESS SCHEDULING | C++

November 2016

- A project which simulates the process scheduling algorithms used in different operating systems, algorithms like FCFS, SJF, SRTF, Round-Robin, etc. And compare their results based on arrival time, waiting time, and response time.

GAME DEVELOPMENT | UNITY 3D | C#

2014 - 2016

- Build a lot of games in the duration of two years. Learned Unity game engine. Built games like Snake, Tanks (a 2-player game), Minesweeper, Temple Run clone (an endless runner), Zigzag clone, Flappy Birds clone, Tetris.

ANDROID APPLICATION DEVELOPMENT | ANDROID STUDIO | JAVA

2016

- Built android applications like Calculator, Music Player, Quiz and a few other. Built a Game Framework to use as a base for developing Android games.

TRAINING

CORE JAVA WITH ANDROID | HEWLETT PACKARD ENTERPRISE - EDUCATION SERVICES (HPES)

May 2016 | Noida

Trained at HPES Noida centre for Core java and Android application Development. The main project done was a music player app which searches the device for music files and displays the list to the user. It provides GUI which helps the user to play, pause, stop, seek and give other control elements. Selected as the 'star' of the batch.

COMPUTER SKILLS

PROFICIENT IN :

C | C++ | Java | Android | JavaScript | Unity 3D | Microsoft Office

FAMILIAR WITH :

C# | Fortran | HTML | CSS | JSP | AJAX | WebGL | SQL | Git | Arduino | Blender

POSITIONS HELD

2017	Technical Adviser	For coding events in Equilibrio(GGU TechFest) Organised 4 events, managing a team of 20 members
2016-present	Representative	GGU Codechef campus chapter
2016-present	Representative	FOSS Club, GGU
2016	Volunteer	Equilibrio (GGU Technical Festival)

ACHIEVEMENTS

2017	Secured 97th rank in ACM-ICPC Asia Chennai regionals(team: ultra_coders)
2017	Participated in Github Game Jam - Game Off 2016
2016	Launched my game Tetris 2D on Google Play Store.
2016	Secured 4th rank in Kurukshetra (RoboWar) event in OJASS 2016-NIT Jamshedpur
2016	Finalist in Vic-Toy-Rie(Line Follower) event in OJASS 2016 - NIT Jamshedpur
2016	Secured 4th rank in RoboWar in Equilibrio 2k16- GGU
2015	Secured 1st rank in zonals of Techmanthan 15 held in Bilaspur
2015	Secured 2d rank in Line Follower event in Ignus 2015 - IIT Jodhpur
2015	Secured 1st rank in Extricate Cyborg (Line Follower) in Equilibrio 2k15 - GGU