Rishabh Gupta

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EDUCATION

INDIAN INSTITUTE OF SCIENCE (IISC)
MTech | Computer Science and Automation
Bangalore, Karnataka
2018 - Present

GURU GHASIDAS VISH-WAVIDYALAYA (CENTRAL UNIVERSITY)
BTech | Computer Science and Engineering
Bilaspur, Chattisgarh
2014 - 2018
CPI: 8.64 / 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

COMPUTER SKILLS

Proficient in :
C | C++ | Java | Android | JavaScript | Unity 3D | LaTeX
Familiar with :
C# | HTML | CSS | JSP | AJAX | WebGL | SQL | Git | Arduino | Blender | Fortran

TRAINING

CORE JAVA WITH ANDROID | Hewlett Packard Enterprise
May 2016 | Noida
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.

INTERESTS

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

INTERNSHIP

IIT BOMBAY | EKALAVYA SUMMER INTERNSHIP 2017 | Under the guidance of Professor D. B. Phatak
2017 | Mumbai
Did my internship at IITB, for 2 months duration. Worked in the project titled **Gamification Framework** (ekShiksha Project). The project requirement was to create a generalized framework which allows teachers to create game-based curriculum, which students can play and eventually learn at their own pace. This requires gamification of learning, by adding game features to the e-learning environment. It also required us to create web games to incorporate it into it. Worked on Javascript, JSP, Three.js, Game Development.

PROJECTS

FEATURE SELECTION USING GENETIC ALGORITHM | Matlab | BTech Final Year Major Project
Jan-May 2018
- The objective of the project was to reduce the number of features in a machine learning data set using genetic algorithm as the optimization technique. Selecting the suitable features while keeping the accuracy of classifier as high as possible.

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.

POSITIONS HELD

2017	Technical Adviser	For coding events in Equilibrio(GGU TechFest) Organised 4 events, managing a team of 20 members

ACHIEVEMENTS

2018	Secured All India Rank - 2 among 107893 candidates in GATE(Graduate Aptitude T... Engineering) in Computer Science with a score of 1000.
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	Finalist in Vic-Toy-Rie(Line Follower) event in OJASS 2016 - NIT Jamshedpur
2015	Secured 1st rank in zonals of Techmanthan-15 held in Bilaspur
2015	Secured 2nd rank in Line Follower event in Ignus 2015 - IIT Jodhpur