

Rishabh Gupta

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EDUCATION

INDIAN INSTITUTE OF SCIENCE (IISC), BANGALORE

MTECH | COMPUTER SCIENCE AND AUTOMATION

Bengaluru, Karnataka

2018 - Present

1ST SEM - CGPA: 9.3

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++ | Python | Java | Android | JavaScript | Unity 3D | \LaTeX

FAMILIAR WITH :

C# | HTML | CSS | JSP | WebGL | SQL | Matlab | Git | Arduino | Blender

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 • Animation • Badminton • Gaming •

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

1D LANDSCAPE PROFILE | GRAPHICS & VISUALIZATION COURSE

PROJECT | PYTHON | D3.JS

Oct-Nov 2018

- Constructed 1D landscape profile corresponding to given join tree. Aimed at visualization and analysis of high-dimensional data.

FEATURE SELECTION USING GENETIC ALGORITHM | BTECH FINAL

YEAR MAJOR PROJECT | MATLAB

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.

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** in Computer Science with a perfect score of 1000.
2017 Secured 97th rank in **ACM-ICPC** Asia Chennai regionals(team: ultra_coders)
2016 Launched my game Tetris 2D on Google Play Store.
2016 Secured 4th rank in Kurukshetra (RoboWar) event in OJASS'16-NIT Jamshedpur
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