Harishankar Kumar

https://www.linkedin.com/in/hsk4link/

Email : hari01584@gmail.com
Mobile : +918872276957

EDUCATION

- **Thapar Institute of & Engineering Technology** — Patiala, Punjab
  Bachelor of Technology - BTech; 8.6 CGPA — *2020 – 2024*

- **Kendriya Vidyalaya No 2** — Ferozepur Cantt, Punjab
  XII, PCM; 95% Boards — *2007 – 2020*

OPEN SOURCE AND VOLUNTEERING

- **Google Summer of Code** — Remote, Remote
  Contributed to ScummVM under GSoC'23 - **Project link** — *May 2023 - Sept 2023*
  - **Audio Mixers and Graphics**: Added support for new audio formats and improved frame rendering algorithms including optimizations and pixel-by-pixel drawing.
  - **Virtual Machine and Simulation**: Improved support for new games while fixing various bugs in simulator.
  - **Compiler Optimization**: Fixing bugs in compilers and adding edge cases in code, Compiling Lingo to C++ using Yacc Parser.
  - **BuildBot (CI/CD)**: Fixed deployment warnings, memory leaks and added support for screenshot matching between subsequent builds.
  - **Debugging**: Using tools like GDB, and ASAN to debug and fix memory leak, segmentation faults and debugging any bugs in code.

EXPERIENCE

- **Hobbyist Developer (Android)** — Remote
  Indie — *Lifetime*
  - **Xenone for Blockman Go**: Developed a highly successful utility tool for the game Blockman Go, with 250k+ installations and revenues exceeding 80,000 Rs ($1,000). **View on Play Store**
  - **Vortex Connect - Online Multiplayer Solution**: Developed lobby-based solution for Minecraft servers. 16k installs with 1k+ active users and testers. Created using Android Native (Java). **View on Play Store**

- **Content Writing** — Remote
  Blogging/Posts — *Lifetime*
  - **Content Writing**: Writes technical and non technical blogs, including tutorials, real life experiences, step-by-step walkthrough, demo/proof of concept work etc! **Blog Link**

GAMES

- **DevNakes**: Developed a 2D classic snake game during the DevLauncher's Game-A-thon using C++, SDL2, and Emscripten.
- **Shapes 2D**: Created a casual mobile game where players catch green shapes while avoiding red and yellow ones. Published on the Google Play Store.
- **BlackWorld**: Designed and developed a 3D parkour game using Unity as part of an academic elective in gaming and animation.

PROJECTS

- **MeraAadhar**: An application where user can book operators for **doorstep Aadhar updation**. Winner of Smart India Hackathon 2022 (Team SHARK), **awarded 1 lakh rupees**. (Flutter, Django, FastAPI) **Link (Linkedin Post)**
- **WaterInator**: IoT to **upload water purity parameters to blockchain** for automatic inspection, web dashboard for analysis. Unesco-India-Africa Hackathon Finalist, offline hack with 22 African countries. (Solidity, NodeJS Backend)
- **NovelNation**: A **novels reader and management application**, it includes offline reading, different font/styles settings and library of reads with progress (Android Native, Java) **Link (GitHub)**

Honors and Achievements

- **HackTU 2023 Winner**: Collaboration of Societies, Awarded 20k rupees for developing Finfy financial training app
- **SIH' 2022 Winner**: Government hosted biggest student hackathon promoting problem-solving through technology
- **Maketahon 3077 (2021) Winner**: Hosted by Microsoft Learn Student Chapter (MLSC) Society
- **Hacklipse 2021 Winner**: Created Pustika, book reselling platform that is my first university hackathon experience

Miscellaneous

- **Content Analysis of Twitter conversations associated with Turkey-Syria Earthquakes**
  Research paper published under ICDAM 2023 Conference, analysing turkey-syria earthquakes by tweets

- **Data Structures and Algorithm**
  Solved more than 400+ questions on various platforms, profiles: leetcode, geeksforgeeks, codingninjas