

Utkarsh Tiwari

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EDUCATION

JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY
B.TECH IN INFORMATION TECHNOLOGY
June 2017 | Noida, India

CITY MONTESSORI SCHOOL
May 2012 | Lucknow, India
Percentage: 94.25

LINKS

Github:// [iamutkarштиwari](#)
Linkedln:// [iamutkarштиwari](#)
Angellist:// [iamutkarштиwari](#)
Blog:// [iamutkarштиwari](#)

COURSEWORK

UNDERGRADUATE
Introduction to Computers and Programming
Database Management Systems
Algorithms and Data Structures
Software Engineering

SKILLS

PROGRAMMING

Languages:
• Java • Python • C • QML
Frameworks/APIs
• webapp2 • GTK+ • PyGTK • Swing
• QtQuick • PyGame
Tools
• Google App Engine • Git • Sublime
• MySQL
Operating Systems:
• Linux • Windows • Mac OSX

OTHER ACTIVITIES

Mentored in **Google Code-In*** 2016.
Coordinator of Open Source Developers Club of my college.
Organized* hackathon in CyberShristi 2016.
Delivered talks and workshops on GTK+, PyGame and Git in college.
Got **Invited** to Nepal to meet the OLE Team during my GSoC internship.

* Hyperlinks

EXPERIENCE

GOOGLE SUMMER OF CODE 2016 - SUGARLABS*

OPEN SOURCE DEVELOPER INTERN

June 2016 – Aug 2016

- Improved JSFiddler. Added screenshot-capture, 'Save-As' and other utilities to Sugar.
- Added offline support to existing Sugar applications.
- Python, GTK+, PyGTK and BeautifulSoup
- [Project Link](#)

PROJECTS

WEB PROJECT

BLOGGERSPACE

June 2017

- A fully functional multi-blog web application designed under Udacity CS253 course.
- Used Python, webapp2, Memcached and Google datastore (GQL) for backend and Bootstrap templates and Jinja2 templating engine for frontend.
- Hosted on Google App Engine
- [Project Link](#)

OPEN SOURCE CONTRIBUTION

SUGARLABS

- Developed **6 Sugar applications*** in Python (Pygame and PyGtk) each of which has crossed over **6k downloads**.
- Added new features to Sugar's core and Browse activity. (Hosted on **Github***)

THE PROCESSING FOUNDATION

- Added visual feedback of update/install/download progress of libraries in contribution manager and fixed bugs in Processing's **Java*** and **Javascript*** based IDEs.

OTHER PROJECTS

- Wrote **Flappy birds*** and **Snake*** game in **C**, TurboC Graphics Library.
- Developed a basic **Version Control System*** in Java using Swing and Dropbox API.

ACHIEVEMENTS

SEASON OF KDE 2016 - GCOMPRIS*

OPEN SOURCE DEVELOPER

October 2016 – Feb 2017

- Ported **3** GCompris apps (GTK+) to QtQuick (QML and Javascript)
- QML, Javascript and QtQuick
- [Project Link](#)

MOZILLA WINTER OF SECURITY 2016

OPEN SOURCE DEVELOPER

October 2016 – Feb 2017

- Worked with the Mozilla Security team to make the Firefox Plug-n-Hack extension to be compatible with the recent development in the Firefox web browser.
- RequireJS, JPM, Mozilla addon SDKs and High-level APIs
- [Project link](#)