

Ujjwal Anand

UNDERGRADUATE · SPECIALIZATION IN COMPUTER SCIENCE & ENGINEERING

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Education

2013-2017	B.Tech , Indian Institute of Technology, Jodhpur	6.41/10
2013	Board of Intermediate , S.M. Arya Public School, New Delhi	88.6 %
2011	Board of Secondary Education , S.M. Arya Public School, New Delhi	8.8/10

Experience

Summer Internship

Software Developer Intern

KHUSHI BABY INCORPORATION (INDIAN ARM OF A U.S. BASED COMPANY)

May 2016 - July 2016

- Worked remotely with a tech team in 6 different locations designing the new version of the KB 2.0 Android App.
- I was part of the team that developed a complex algorithm that is used to format, compress, encrypt and parse a large set of patient records to be stored in an NFC necklace.

Winter Internship

Web Developer Intern

NATALIE MINH INTERACTIVE

Nov. 2015 - Jan. 2016

- Developed and integrated the complete course management system for FMIGuild.org
- Strategically assembled and customized the complete site for one of the clients.
- Actively involved in the development of portfolio of natalieminhinteractive.com

Projects

Brain Simulation Code(C++)

Intel Modern Code Challenge

PARTICIPATED IN INTEL MODERN CODE DEVELOPER'S CHALLENGE 2015

Aug.2015 - Dec. 2015

- Participated in Intel Modern Code Developer Challenge on problem statement of "simulating and improving neuron transmission".
- The code has been developed by researchers at Newcastle University and currently being worked on through a CERN openlab project.
- Developed in C++ using modern programming techniques such as 'Cxx3D Simulator', 'pthread library' and 'multithreading' to improve the performance of Brain Simulation Code.

Natural Language Processing

Prof. K.R. Chowdhary

SEMESTER PROJECT

Nov. 2015

- Implemented a search engine able to process query(tokenization). Implemented and scripted in Python.
- Created a dummy database of several weblinks which were searched for the relevant words from the input query using KMP.
- Normalized the search results and displayed the web pages based on their relevance.

Artificial Intelligence in Game Playing

Prof. K.R. Chowdhary

COURSE PROJECT, ARTIFICIAL INTELLIGENCE

Sept. 2015

- Implemented Game-Tree search and Monte-Carlo tree search to develop the AI version of 0-sum advanced Tic-Tac-Toe.
- Used Python(Pygame) for UI implementation and human side and C for generating AI moves.

Operating Systems' concepts implementation

Prof. Gaurav Harit

LAB PROJECT, OPERATING SYSTEMS AND DESIGN

Feb. 2015

- Compared singlethreading and multithreadig computational speed using pthread library of C++ in multiplication of matrices.
- Semaphore implementation, file system implementation using superblock object, file table, file descriptor and basic Linux Shell implementations capable to handle basic I/O operations, piping, append and background processes

Scholastic Achievements

2016	DEFCON 2016 , Attended lecture and workshops in DEFCON Conference Lucknow
2016	Ranked under 800 , Google APAC Test(Rounds A, B and E)
2011	Ranked in top 10% , National Standard Exam in Physics conducted by IAPT and HBCSE
2010	All India Rank 30 , National Junior Talent Search Examination conducted by Govt. of New Delhi

Position of Responsibility

2015-2016	Assistant Coordinator(Counselling Service) , Organised two consecutive Orientation Programme for the freshmen of 2013 & 2014. Co-managed a team of 15 people and mentored the freshmen throughout the year.
2014-2015	Student Guide(Counselling Service) , Acted as a student guide, mentored 10 counselee students for their smooth transition during their stay.

Technical Skills

Programming Language & Tools

* MARKED REPRESENT FAMILIARITY ONLY, REST ARE SIGNIFICANTLY EXPERIENCED

- C++, C, JAVA, HTML, CSS, JavaScript, *Python.