AANSHUL SADARIA

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EDUCATION

International Institute of Information Technology Hyderabad   *2016 - 2020*
Bachelor of Technology   Overall GPA: 9.86/10
Computer Science Engineering

Edunova Science Higher Secondary School, Ahmedabad   *2015 - 2016*
Gujarat State Education Board (HSC)   Percentage: 96.67

Saint Kabir School, Ahmedabad   *2003 - 2015*
Gujarat State Education Board (SSC)   Percentage: 92

WORK EXPERIENCE

Virtual Lab, Hyderabad   July 2017 - November 2017
Undergraduate Developer

- Worked in a team of three people under a mentor and a client as a part of SSAD & Project course
- Worked to remove the hard coded structure into a flexible framework to simulate chemical experiments
- Designed in object-oriented JavaScript from Flash   (github.com/newbass/lab-authoring-project)

MAJOR PROJECTS

SSAD & Project   March 2017 - April 2017
Undergraduate Developer

- Built a money sharing and bill splitting application to ease the flow of money between groups
- Worked in a team of three people as a front-end developer and building back-end relations and solutions
- Worked on enhancing UI and optimizing algorithm   (github.com/newbass/splitwise-major-project)

Digital Signal Analysis & Applications   April 2018
Algorithm Designer

- Designed an efficient algorithm to translate a given two-channel PPG signal and three-axis acceleration signal into ECG signal   (github.com/newbass/PPG-to-ECG-DSAA)

MINOR PROJECTS

Extreme Tic-Tac-Toe (Artificial Intelligence)   January 2018 - February 2018

- Designed a bot to contest extreme tic-tac-toe (4x4x4x4) tournament in a team of two.
- Applied min-max algorithm over alpha-beta pruning and some competent heuristics.
- Ended the tournament as finalists   (github.com/newbass/extreme-tictactoe-4x4x4x4-AI-Bot)

Bounce-the-Ball 2D (Graphics)   January 2018 - April 2018

- Built Bounce-the-Ball 2D game in OpenGL, using real world physics and trajectories using concepts of linear algebra   (github.com/newbass/bounce-the-ball-opengl)

Legend of Zelda 3D (Graphics)   January 2018 - April 2018

- Built Legend of Zelda 3D game in OpenGL, added motion and perception using projection angles and various camera views   (github.com/newbass/legend-of-zelda-3D-OPENGL)

Tunnel Race 3D (Graphics)   January 2018 - April 2018

· Built Tunnel Race 3D game in WebGL, applying illumination model and Phong's reflection model, by using vertex and fragment shaders   (github.com/newbass/tunnel-race-3D-WEBGL)

Bomberman (SSAD & Project)   January 2018 - February 2018

· Built Bomberman version game in Python OOP, using inheritance of classes along with boosts and multiple levels using incremental integration   (github.com/newbass/bomberman-without-pygame)

QuizApp (SSAD & Project)   January 2018 - February 2018

· Built QuizApp having multiple genres, sub genres along with availability of life lines and unique pointing system, developed on Ruby on Rails framework   (github.com/newbass/Ruby-On-Rails-QuizApp)

Socket Programming (Computer Networks)   January 2018 - April 2018

· Simulated client-server communication by building client side and server side socket programming code and handling network errors dynamically   (github.com/newbass/Socket-Programming-Networking)

Proxy Server (Computer Networks)   January 2018 - April 2018

· Built proxy server code along with caching facility and maintaining logs to check consistency and concurrency control by using semaphores   (github.com/newbass/Proxy-Server-Caching-Networking)

TECHNICAL STRENGTHS

Computer Languages (Proficient)	C/C++, Python, SQL, JavaScript, HTML, jQuery
Computer Languages (Familiar)	MATLAB, CSS, AJAX, Ruby, Flask, UML, Ruby on Rails
Software & Tools	Excel, PowerPoint

RELEVANT COURSES

Core Courses	**Core Courses**
Computer Programming	Mathematics I (Graph Theory)
Data Structures	Mathematics II (Linear Algebra)
Algorithms	Mathematics III (Probability and Statistics)
IT Workshop I	Graphics
IT Workshop II	Digital Signal Analysis and Application
Artificial Intelligence	Computer Networks
Operating Systems	SSAD and Project
Data warehousing and Data mining (Current)	Database Systems (Current)

(Note: Most of the technical(programming) assignments are available on github.com/newbass)

ACHIEVEMENTS

· Got mentioned in the Deans List 1 in both first and second semester
· Ranked 133 (top 0.02%) in JEE Main Entrance Exam
· Ranked 1257 (top 1%) in JEE Advance Entrance Exam
· Codechef Rating : 2002 (5-Star Rating) & Codeforces Rating : 1604 (Expert Level)
· Won the Best Actor and Best Writer Award in school dramatics

POSITION OF RESPONSIBILITY

Captain (2011-2012) and Vice Captain (2010-2011)

· Successfully led my house to the Most Energetic House both the times