

EDUCATION

IIIT HYDERABAD

B.TECH IN COMPUTER SCIENCE AND
ENGINEERING
Hyderabad, India
JULY 2019 - MAY 2023 (EXPECTED)
CGPA : 9.2

SIDHU MEMORIAL PUBLIC SCHOOL
HIGH SCHOOL EDUCATION
(NON-MEDICAL, [+1,+2])
Sunam , India
MAY 2017 - MAY 2019
PERCENTAGE : 95.2

REQUIRED PROFILES

[Github]
[LinkedIn]

COURSEWORK

UNDERGRADUATE

Data Structures and Algorithms
Algorithm Analysis And Design
Computer Programming
Operating Systems and Networks
Design and Analysis of Software
Systems
Computer Systems Organisation
Machine, Data and Learning
Discrete Structures
Introduction To Software Systems
Data and Applications
Computer Graphics
Introduction to Quantum Information
and Computation
Programming with Python

SKILLS

PROGRAMMING

• Python • Java • JavaScript • Flask
• Android • C/C++ • SQL • Bash
• HTML • CSS • STL • Bootstrap
• OpenGL • WebGL • MERN Stack

COMMUNICATION

• English • Hindi • Punjabi

EXPERIENCE

DASVANDE TECHNOLOGIES PVT. LTD. | SDE INTERN

January 2021 - May 2021 | WFH | T-HUB Hyderabad

- Deployed a software using MERN Stack which brings the whole offline system of delivering water cans to an online mode.
- Designed an API helping in live monitoring of movable components by the authorities so as to keep a check on the whole circulation of stocks.
- Built APIs for registration, login, creating users and routes(to be followed) for the web app.

PROJECTS

LINKEDIN CLONE | MERN STACK

January, 2021

- Developed a portal using MERN Stack for recruiters and applicants.
- The recruiters can create different job openings and see what all applications they have received. The applicants can search[Fuzzy Search] among the different jobs, apply for the jobs and can also rate the recruiters. • Project Link: LinkedIn's Clone

C-SHELL | C LANGUAGE, OS SYSTEM CALLS

September 2020 - October 2020

- Designed a shell, an alternative for zsh/bash, in C language from scratch. It is capable of handling different user commands ranging from simple "mkdir" to the complex ones.
- Pipelining and redirection are the key features, implemented from scratch using recursive preprocessing, of the shell. Some shell specific commands like setenv, unsetenv, pinfo etc. were implemented. • Project Link: Krikash.

CHESS AI | GAME THEORY, JAVA

October 2020 - November 2020

- A chess AI application[JS] that used MINI-MAX algorithm and Alpha-Beta Pruning to find out the next move. The depth of the MINI-MAX algo used was set at 4 which can be modified. It was a group project done by 6 students. • Project Link: Chess.

BRICK BREAKER | OOPS, PYTHON

February 2021 - March 2021

- A terminal based game with similar functionality as that of the traditional Brick Breaker Game. The project's main focus was to learn OOPS concepts. • Project Link: BBreaker.

AWARDS

2019 Selected for Dean's List IIIT-H for outstanding performance in academics.

ACTIVITIES

2019 Managed the Sales data of the logistics team for felicity, IIITH's annual tech fest. Recorded and analysed the data before passing it on to my seniors.