Siddhant Sunilkumar Mutha

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Education

Indian Institute of Technology Madras

BTech./MTech. in Computer Science and Engineering; CGPA: 7.7/10

o Major: Computer Science and Engineering: Minor: Micro Electronics

Chennai, India

Aug. 2011 - Present

Deogiri Junior College

Class XII; **Total:** 83.66%

Nath Valley School

Class X; **Total:** 91.20%

Aurangabad, India

2010

Aurangabad, India

2008

Coursework

• Key Courses:

• Computer Networks*

• Concurrent Programming*

• Principles of Software Engineering*

• Digital Video Processing*

• Language Translators

• Operating Systems

o Artificial Intelligence

• Paradigms of Programming

• Introduction to Database Systems

• Probability, Statistics and Stochastic Processes

• Languages, Machines and Computations

Computer Organization

• Data Structures and Algorithms

• Principles of Communication

Switching Theory and Digital Design

• Basic Graph Theory

• Discrete Mathematics for Computer Science

• Key Labs:

Networks Lab*

• Software Engineering Lab*

o Language Translators Lab

Operating Systems Lab

• Advanced Programming Lab (C++)

• Assembly Language Lab

• C Programming Lab

o Digital Design Lab

Achievements & Awards

• Yahoo! HackU 2012: Special Mention Prize

• Built a tool to crawl through an event database using YQL and jQuery

• **IIT JEE 2011:** All India Rank 342

• Nath Valley School, 2007: Awarded the best software project for implementing a library management system using Visual Basic

• National Cyber Olympiad

• Class XI: All India Rank 145 (Level 1)

• Class X: All India Rank 312 (Level 1) and All India Rank 316 (Level 2)

• National Science Olympiad

o Class X: All India Rank 260 (Level 1) and All India Rank 466 (Level 2)

^{*}Currently Enrolled

Skills

- Languages: C/C++, Python, Java, Visual Basic, x86 Assembly(Basics), HTML, CSS, PHP, JavaScript
- Operating Systems: Proficient in Windows and Linux
- Software Development: Android (Java and PhoneGap; Basics)
- Tools: Emacs, Git
- Others: Tornado(Basics), MongoDB(Basics)

Projects

Events App Chennai, India

Self Project (In Progress)

2013

 Developing an events accumulating web application, which collects events from multiple public sources and displays them in a chronological order.

Gamification Rule Engine

Pune, India

Siminars, Inc.

May. 2013 – July, 2013

o Built a rule engine for the implementation of gamification throughout siminars.com

CloudXCloud

Yahoo! HackU 2013

2013

• Developed a GUI application for managing Google Drive and Dropbox accounts simultaneously, which also allowed for transferring of files amongst the two services.

Co-curricular Activities

- Coordinator, Hackfest, Shaastra 2013¹: Organized a FOSS workshop involving four projects (KDE, Tor, Mediawiki and GNU Mailman) for 50 participants, mentored by people who had done GSoC² in the respective projects.
- Institute Mobile Operations Team: Developing a cross-platform mobile application for the institute

Extra Curricular Activities

• Tabla: Cleared Level 1 of ABGMM³ exam

¹Shaastra is IIT Madras' student-run technical festival

²Google Summer of Code

³Akhil Bhartiya Gandharva Mahavidyalaya Mandal, Mumbai