Mohit Chandra

Curriculum Vitae

Education

2012	**All India Secondary School Examination (10th)**, *K.V Sector-47, Chandigarh*, *CGPA − 10.0/10.0*.
2014	**All India Senior School Certificate Examination (12th)**, *GMSSS Sector-35, Chandigarh*, *Percentage − 88.8*.
2015-Present	**B.Tech + M.S (CSE)**, *IIIT-Hyderabad*, *CGPA − 8.75/10.00*. Till completion of 4th Semester

Experience

Nov,2016– Present	**Open Source Developer**, Sympy (Python). Worked on several modules related to core Mathematics and Physics areas such as Vector Mathematics, Matrices, Combinatorics, Integration. ○ Working on module of Line Integration of Vectors (ongoing). ○ Added Module for Directional Derivatives ○ Worked on Simplification of Gamma function module
Oct,2016– Present	**Core Team Member**, IIIT-H Alumni Cell, Hyderabad. Responsible for handling the social media accounts of the cell and other issues related to student-alumni affairs

Achievements

2015-Present	Currently Branch Rank 3 (till completion of 4th semester)
2015	Scored 239/360 in JEE Main 2015, Percentile 99.999 out of 15,00,000 candidates
2010-12	KV-Regionals Badminton - Represented my school in KV Regional Sports Meet having participation of over 100 teams

Projects

Mar,2017	**Ultimate Tic Tac Toe**, Dr. Praveen Paruchuri. Developed an AI bot on python which plays 16X16 Tic-Tac-Toe with Human or with other Bots. ○ Used the concept of Iterative DFS with Alpha-Beta Pruning and a heuristic function. ○ This Bot came 7th out of 85 participating teams in an AI bot competition.

Apr,2017	**DHCP Server**, Dr. Moumita Patra.
	Developed a DHCP server using VLSM which is responsible for allocating IP Addresses in a network.

- The client requests for getting an IP Address and the server provides it if available
- Feature of subnets is also given so that IPs of different subnets can't interfere with each other.

Mar,2017	**OpenGl 3D Game**, Dr. Avinash Sharma.
	Developed a 3-D Block Game using OpenGl and concepts of Computer Graphics.

- The aim of the game is to reach the goal in using block roll motion. There are multiple levels in the game with special tiles and obstacles.

Aug-Nov, 2016	**Fine Grained Data Visualisation**, Dr. Raghu Reddy.
	Worked on different ways of representation of millions of data set points.

- Used different types of input data such as 3-D/2-D co-ordinates, Twitter hashtags.
- Output different kinds of visualisations such as 3-D Model, graphs.

Sep,2016	**OS Shell**, Dr. Krishna Reddy.
	Developed a basic version of Shell on C using the concept of fork and threading

- Implemented commands like 'ls', 'cd', 'cat' with their various flags.
- Implemented the functionality of piping and redirection.

May-June, 2016	**Blogging Website**, Self Project.
	Developed a "Quora" like website using Django and SQL Lite database.

- The website has various features like posting , liking , commenting and sharing the post on facebook.
- User can login using various social media accounts.

Skills

Advanced	python, C, SQL, html, MIPS Assembly, CSS, Django
Intermediate	C++, LATEX, MATLAB, OpenGl, JavaScript, BashScript
Basic	WebGL, OpenCV, RubyOnRails
Platform and Text Editor	MacOSX (Preferable), Linux, Windows, Sublime Text (Preferable), Vim

Interests

- Listening to Music	- Playing Badminton
- Cooking	- Sketching
- Watching Football	