

# Rishabh Gupta

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## EDUCATION

### GURU GHASIDAS VISH-WAVIDYALAYA (CENTRAL UNIVERSITY)

BTECH | COMPUTER SCIENCE AND ENGINEERING  
Bilaspur, Chattisgarh  
2014 - 2018(expected)  
Cum. GPA: 9.0 / 10

### KENDRIYA-VIDYALAYA NOIDA

SENIOR SECONDARY | CBSE  
2014 | Noida, India  
Percentage - 92.80%

### KENDRIYA-VIDYALAYA NOIDA

SECONDARY | CBSE  
2012 | Noida, India  
CGPA - 9.8 / 10

## LINKS

Blog:// [mr-easy.github.io/blog](http://mr-easy.github.io/blog)  
Github:// [mr-easy](https://github.com/mr-easy)  
LinkedIn:// [rishabhgupta1997](https://www.linkedin.com/in/rishabhgupta1997)  
CodeChef:// [easy\\_](https://www.codechef.com/user/easy_)  
HackerEarth:// [rishabhg1997](https://www.hackerearth.com/@rishabhg1997)

## COMPUTER

## SKILLS

### PROFICIENT IN :

C | C++ | Java | Android |  
JavaScript | Unity 3D |  $\text{\LaTeX}$

### FAMILIAR WITH :

C# | HTML | CSS | JSP | AJAX  
| WebGL | SQL | Git | Arduino |  
Blender | Fortran

## INTERESTS

Competitive Programming •  
Game Development • 3D  
Modeling & Sculpting •  
Drawing • Badminton • Gaming  
• Quora • Web-Surfing •

## INTERNSHIP

### IIT BOMBAY | EKALAVYA SUMMER INTERNSHIP 2017 | UNDER THE GUIDANCE OF PROFESSOR D. B. PHATAK

2017 | Mumbai

Did my internship at IITB, for 2 months duration. Worked in the project titled **Gamification Framework** (ekShiksha Project). The project requirement was to create a generalized framework which allows teachers to create game-based curriculum, which students can play and eventually learn at their own pace. This requires gamification of learning, by adding game features to the e-learning environment. It also required us to create web games to incorporate it into it. Worked on Javascript, JSP, Three.js, Game Development.

## PROJECTS

### CPU PROCESS SCHEDULING | C++

November 2016

- A project which simulates the process scheduling algorithms used in different operating systems, algorithms like FCFS, SJF, SRTF, Round-Robin, etc. And compare their results based on arrival time, waiting time, and response time.

### GAME DEVELOPMENT | UNITY 3D | C#

2014 - 2016

- Build a lot of games in the duration of two years. Learned Unity game engine. Built games like Snake, Tanks (a 2-player game), Minesweeper, Temple Run clone (an endless runner), Zigzag clone, Flappy Birds clone, Tetris.

### ANDROID APPLICATION DEVELOPMENT | ANDROID STUDIO | JAVA

2016

- Built android applications like Calculator, Music Player, Quiz and a few other. Built a Game Framework to use as a base for developing Android games.

## TRAINING

### CORE JAVA WITH ANDROID | HEWLETT PACKARD ENTERPRISE (HPES)

May 2016 | Noida

Trained at HPES Noida centre for Core java and Android application Development. The main project done was a music player app which searches the device for music files and displays the list to the user. It provides GUI which helps the user to play, pause, stop, seek and give other control elements. Selected as the 'star' of the batch.

## POSITIONS HELD

|           |                   |  |
|-----------|-------------------|--|
| 2017      | Technical Adviser | For coding events in Equilibrio(GGU TechFest)<br>Organised 4 events, managing a team of 20 members |
| 2016-2017 | Representative    | GGU Codechef campus chapter  |

## ACHIEVEMENTS

|      |   |
|------|---|
| 2018 | Secured All India Rank - 2 among 107893 candidates in GATE(Graduate Aptitude Test in Engineering) in Computer Science with a score of 1000. |
| 2017 | Secured 97th rank in <b>ACM-ICPC</b> Asia Chennai regionals(team: ultra_coders)   |
| 2017 | Participated in Github Game Jam - Game Off 2016   |
| 2016 | Launched my game Tetris 2D on Google Play Store.  |
| 2016 | Finalist in Vic-Toy-Rie(Line Follower) event in OJASS 2016 - NIT Jamshedpur   |
| 2015 | Secured 1st rank in zonals of Techmanthan-15 held in Bilaspur   |
| 2015 | Secured 2nd rank in Line Follower event in Ignus 2015 - IIT Jodhpur   |