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**
Github:// **mr-easy**
LinkedIn:// **rishabhgupta1997**
CodeChef:// **easy_**
HackerEarth:// **rishabhg1997**

COMPUTER SKILLS

Proficient in :
C | C++ | Java | Android | JavaScript | Unity 3D | 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) Organised 4 events, managing a team of 20 members
2016-present	Representative	GGU Codechef campus chapter
2016-present	Representative	FOSS Club, GGU

ACHIEVEMENTS

2017	Secured 97th rank in **ACM-ICPC** 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