Nimish Mangal

nimish.mangal910@gmail.com   github.com/nimish04   LinkedIn: nimish-mangal   +91 8602453008

Examination	University	Institute	Year	CPI / %
Graduation, 2nd year	NITK, SURATHKAL	NITK, SURATHKAL	2016-2020	8.911(till now)
Intermediate/+2	CBSE	DELHI PUBLIC SCHOOL	2015-2016	94.6%
Matriculation	CBSE	DELHI PUBLIC SCHOOL	2013-2014	10 cgpa

WORK EXPERIENCE AND INTERNSHIP

- **ENGINEER BABU (INDORE based START-UP) (1 month)**   **(MAY-JUN 2018)**
  - Worked as a Back-End Developer in Django
  - Worked mainly on live projects like Qexperience and style-mee.

PROJECTS COMPLETED

- **BACK END FOR QEXPERIENCE (TRAVEL WEBSITE AND APP) (DJANGO)**   **(MAY-JUN 2018)**
  - Made a very generic, dynamic Django filter to filter out searches.
  - Made the user model and integrated it with the app for QExperience.
  - Made general APIs for things like User Login, Generating Invoice and Adding Reviews.
- **PLAGIARISM DETECTOR (PYTHON)**   **(FEB-APR 2018)**
  - Implemented it using algorithms like Rabin Karp and Aho Corasick algorithms.
  - Can be used to see the percentage of plagiarism between any two different files.
  - Mixing the two algorithms, time complexity of $O(n)$ is achieved.
- **FIRST PERSON SHOOTER (C#)**   **(FEB-MAR 2018)**
  - VR shooting game made in Unity.
  - Enemies approach us from all the possible directions.
- **MINESWEEPER (SHELL SCRIPT)**   **(OCT-DEC 2017)**
  - User Interface is very interactive and everything is user defined.
  - Provided a special cheat code to easily win the game.
- **MINI NETWORK ROUTERS (PYTHON)**   **(AUG-NOV 2017)**
  - Implemented using a data structure i.e. Van Emde Boas Tree (VEB Tree).
  - Used in Network Router (IPv4) to find unique ports.

RELEVANT COURCES UNDERTAKEN

- **DEPARTMENT COURSES AND LABS:** Data Structures, Design and analysis of algorithm, Paradigm of Programming 1-2, UNIX, Operating Systems, Communication and Networks, Computer Graphics, Digital Design and Computer Organization and Linear Algebra and Matrices.

SCHOLASTIC ACHIEVEMENTS

- ALL INDIA RANK 2207 in JEE MAINS 2016 out of 1.3 million candidates.
- HackerRank rank (8265) with a score of 2644 in the Problem Solving domain.
- Secured National rank 133 in the second round of NS0 in the year 2015.

SKILLS & INTERESTS

- **LANGUAGES –** Python (Proficient), Java (Good), Shell Script (Good), C (Good), C#, C++, JavaScript.
- **TOOLS –** Django (experience), Unity (experience), Cisco Packet Tracer, Android Studio, OpenGL (experience).
- **INTERESTS –** Algorithm Design, Virtual Reality, Data Structures, Web Development, Machine Learning.

EXTRA CURRICULAR ACTIVITIES

- Was a part of Avanthi Fellows Mentorship Programme; visited nearby villages to educate the poor.
- Have a good command over spoken and written English.
- Participated in the debates held at inter school level in Bhopal.