

PRITHVI SINGH

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EDUCATION

Manav Rachna University B.Tech Computer Science <i>Percentage: 74.60 %</i>	Faridabad, Haryana 2015 - 2019
S.R.S Public School 12th <i>Percentage: 75.60 %</i>	Rohtak, Haryana 2014 - 2015
D.A.V Public School 10th <i>Percentage: 77.9 %</i>	Rohtak, Haryana 2013 - 2014

WORK EXPERIENCE

Foundation Futuristic Technologies <i>Python Developer</i>	Faridabad Oct 2017 Nov 2017
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- Worked on the Python application which collected cell tower data surrounding an area.
- Fixed bugs and added functionality mostly UI.
- Reduced the starting time of the app.
- Used Python, Raspberry Pi, Kali Linux, PyQt, etc

M19G <i>Software Development Intern</i>	Remote Dec 2017 Jan 2018
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- Implemented a server which, took data from client and saved it on Cassandra Database Cluster.
- Used web-sockets for Real time communication between client and server as the client edited the code.
- Provided the client with the code, Client interprets the code with running instance of MicroPython compiled to Web Assembly .
- Worked on Progressive Web App using Polymer, editing Web Components according to need.
- Integrating the compiled MicroPython Interpreter in Web Assembly with the app.
- REST API to get the PWA from the server.
- Learned how to write scalable and readable Javascript code.
- Used Node.js, Express.js, Cassandra DB(NoSQL), Polymer CLI, GIT, MicroPython, Web Assembly, Emscripten etc.

Naxap <i>Software Development Intern</i>	Remote May 2018 Present
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- Worked on Techyon, Web application that monitor for infringing ip addresses, domains, emails, contacts etc and performs vulnerability scans and validation using metasploit and w3af.
- Worked on there main page bytescare.com using hogen.js(compiler for Mustache templating language)
- Making REST API Endpoints for providing data for client. Using express.js
- Wrote tests testing various functionalities in Mocha.
- Used Node.js, Wappalyzer, Mocha, Metasploit(msfrpc), w3af(REST API), Nmap etc.

SKILLS

Programming Languages:	JavaScript, Node.js, Angular.js, Python, C#, Unity3D, Rust, Java, C, C++
Web Technologies:	Rest API, Web Assembly, Progressive Web App
Python Libraries:	Scrapy, Selenium, numpy, scikit learn, PyQt etc.
Operating System:	Linux(Ubuntu, Kali, Fedora), Windows
Tools and software:	Git, Weka, Sketch

PROJECTS

Space War *Unity3D*

An arcade space fighter game.

Robot Arduino, *C*

Robot controlled by mobile gyroscope.

Database C, *Make*

A database written in C.

Amazon Review Scraper *Python, lxml*

<https://github.com/prithvisingh18/Scrapers>

Scrapes review for a particular product from amazon.

Static Website Generator *Python, html-parser*

<https://github.com/prithvisingh18/static-website-generator>

Builds a static website using a template and data provided by the user.

HTTP Server on Rust *Rust*

<https://github.com/prithvisingh18/rust-server>

http-chat-server *C*

<https://github.com/prithvisingh18/http-chat-server>

chatting on local network

Block Breaker *Unity3D, WebGL*

<https://prithvisingh18.github.io/BlockBreaker/>

An arcade block based game.

Racing Game *Python, Pygame*

<https://github.com/prithvisingh18/hellogame>

Racing Game using Pygame

Open Source Contribution(PyBee VOC) *Python, Java, Git*.

<https://github.com/pybee/voc/pull/739>

Implement Python standard library function in Java for PyBee VOC(<https://github.com/pybee/voc>)

PUBLICATIONS

Big Data in Applications of Automated Systems

ICACCCN 2018