

Sourabh Gupta

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ACADEMIC DETAILS

Examination	University	Year	CGPA/Percentage
B.Tech., Information Technology	IIIT Allahabad	2018-22	8.74*
Senior Secondary(CBSE)	Central Academy School, Kota	2017	91.6%
Secondary(CBSE)	Christ Church Boys School, Jabalpur	2015	9.6

WORK EXPERIENCE

- **Technology Intern** | GEP WorldWide (May, 2021 - July, 2021)
 - **Incremental Data Processing**
 - * Identified the key data points in ETL from RAW to Conformed to expedite latency.
 - * Converted full refresh resulting in longer execution and resource requirements to do incremental process.
 - * Improved job execution time by 40% and cluster uses by 50%.
 - **Automatic Localisation Testing in GEP Smart Application**
 - * Developed an Automation Testing Framework using **Cypress** to automate regression across different cultures.
 - * Generalised test scripts having capabilities to automatically pick and match the correct strings as per the culture.
 - * Deployed the code using **Jenkins** and generate a report with success/fail status for all test cases executed.
 - Tools and Technologies used - Azure Data Factory, Databricks, SQL, PySpark, Cypress, Jenkins

TECHNICAL SKILLS

- **Programming Languages:** C, C++, Java, Python (Intermediate), SQL
- **Web Design:** HTML, CSS, JavaScript
- **Tools:** Git, SQLite, Jupyter, Microsoft VS-Code, Linux, Netbeans, PyCharm, Adobe Lightroom
- **Relevant Courses:** Data Structure, Design and Analysis of Algorithms, Object Oriented Methodology, Operating System, Database Management System, Artificial Intelligence

PROJECTS

- **Smart Evaluation Portal** (August 2020 - December 2020)
 - A Smart Portal which provides marks according to student's submission. It compares student answer with the model answer provided by the instructor.
 - Python, Optical Character Recognition, Natural Language Processing, Data Structure
- **Checker Game A.I.** | Project based on Artificial Intelligence (November 2020)
 - A GUI based application for playing checkers with 3 modes, human vs human, human vs AI and AI vs AI.
 - The AI Agent was implemented using the Minimax algorithm with alpha beta pruning.
 - Depth limit of Minimax tree is decided based on whether player want to play easy, moderate or hard game.
 - Pygame, Object Oriented Design, Artificial Intelligence
- **Visualizing Dijkstra Algorithm** | Object Oriented Modelling Project (December 2019)
 - A JAVA based application that enables visualisation of Dijkstra Algorithm in GUI.
 - It enables user to add, delete and modify the vertex, edges and weight between the two vertex.
 - Java Swing, Object Oriented Design, Data Structure
- **Gym Management System** (November 2019 - December 2019)
 - A Java GUI based application that provides the booking facilities to gym member.
 - Functionality to choose the preferred slot and trainer.
 - Diet Recommendation based on Body Mass Index.
 - Java Swing, MySQL, Object Oriented Design, Data Structure

AWARDS/ACADEMIC ACHIEVEMENTS

- **Codechef** | **Rating: 1842**
 - **Global rank 121** in Codechef March Long-Challenge 2019 Div-2.
- **Codeforces** | **Rating: 1555**
 - **Global rank 831** in Codeforces Round 681 (Div. 2)
 - **Global rank 1043** in Codeforces Round 724 (Div. 2)
- Secured **rank 191** in **Hackerearth** March Circuit - 2021.
- Completed **Python** as an **add-on 2 credit course** and secured **8.96 C.G.P.A** along with other subjects.
- Secured **3rd rank** in **Mr Google Competition** in Aparoksha 2019 (Technical fest of IIIT Allahabad).
- **Rank 157** in **Codered-2020** (Technical Event held by IIITA).
- Among **top 40** in **Codewarz 2.0** in Prosang MNIT - 2020 (Technical Fest of MNIT Allahabad) and qualified for on-site round.
- **Bronze Medal** in National Science Olympiad (SOF) and International Mathematics Olympiad (SOF) in Class X.

POSITION OF RESPONSIBILITIES

- Member of Acoustics and Media Society (**Photography Society**) (May, 2019 - June, 2020)