ADITYA KAITHWAS

B.Tech Undergraduate, Indian Institute of Information Technology Allahabad

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WORK EXPERIENCE

Software Development Internship (Backend)
Innovaccer

📅 May 2021 - July 2021   ● Virtual

- Project - Google Dialogflow and Django based natural language processing chatbot.
- The project aimed at processing human language sentences to filter out relevant keywords and perform different functionalities accordingly.
- Worked on training Google Dialogflow to recognize the triggering keywords from the input and perform the specified tasks using a Django backend which was linked with it via Ngrok.
- Technologies used - Google Dialogflow, Python, Django, Ngrok

EDUCATION

B.Tech (Information Technology)
Indian Institute of Information Technology,Allahabad

📅 August 2018 - Present   ● Prayagraj, India

- CGPA: 8.36

Class XII (ISC Board)
Boys' High School and College, Prayagraj

📅 2018   ● Prayagraj, India

- Percentage: 89.40

Class X (ICSE Board)
Boys' High School and College, Prayagraj

📅 2018   ● Prayagraj, India

- Percentage: 92.17

CODING ACHIEVEMENTS

- Google Kickstart'21 global ranks : (certificate)
  - Round A - 496
  - Round B - 486
  - Round C - 326
- Global Rank 7 in CodeChef CodeMate'21 organized by IoT lab, KIIT (certificate)
- Rank 1 in IIIT-Allahabad and global rank 12 in CodeChef March Cook-Off 2021
- Global Rank 158 in CodeChef June Lunchtime 2021
- Rank 3 in Intra-IIITA C-Fresh coding contest
- Global Rank 335 in Codeforces Round 710
- Global Rank 649 in Codeforces Educational Round 100
- Global Rank 697 in Codeforces Round 719
- Global Rank 829 in Codeforces Round 598
- Codeforces highest rating - 1610 (Expert) (handle)
- CodeChef highest rating - 1944 (4 star) (handle)

PROJECTS

Django based Voting Application
Python | Django | MySQL

- It aimed at developing a voting/polling application which consists of two parts :
  - A public site that lets people vote and view polls.
  - An admin site that lets you add, change, and delete polls.
- The casted votes were stored in a MySQL database.

AI based Checkers Game
Artificial Intelligence | Java | JavaFX

- It aimed at developing a CPU vs human as well as human vs human Checkers game.
- CPU performed the best possible moves which were generated by applying alpha-beta pruning on MIN-MAX algorithm with heuristics.

Graph Plotter Desktop Application
Object Oriented Methodologies | Java | JavaFX

- It was aimed at stimulating a user-input graph.
- The user could add, delete and modify the nodes and edges of the graph using mouse click/text fields/files.
- It also animated the shortest distance path between two nodes using Dijkstra algorithm.

TECHNICAL STRENGTHS

- Relevant Coursework : Data Structures and Algorithms, Artificial Intelligence, Object Oriented Methodologies, Operating Systems, Database Management System, Design and Analysis of Algorithms
- Programming Languages : C, C++, Java, Python, SQL
- Softwares/Tools : Django, Google Dialogflow, Ngrok
- Other : Competitive Coding, Backend Development

POSITIONS OF RESPONSIBILITY

- Problem setter at CodeRed, Aparoksha'21 (Technical Fest of IIITA)