

ASHIMA SEHGAL

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WORK EXPERIENCE

Project Trainee, Server Technology

Oracle

May 2021 - July 2021

Bangalore, Karnataka

- The main objective of the project was to develop a tool known as the App Gateway Diagnostics and Error Reporting which enables customers to identify configuration errors in App Gateway and capture the state of the system on an error.
- It majorly consisted of two parts. The first part was to validate the configurations of App Gateway and the second part was to create an error report comprising of log files and output of the services on the system.
- Technology used - Python, App Gateway, Linux

EDUCATION

2018-Present: B.Tech in Information Technology (IT) from IIITA

Cumulative Grade Point of the six semesters: 9.22
Expected to graduate in 2022

Class 12: Bhavan's S.L. Public School (Affiliated to CBSE)

Stream-Non-Medical
Percentage Obtained: 96.2%
Remark: 3rd in city

Class 10: Sacred Heart Senior Secondary School (Affiliated to ICSE)

Percentage Obtained: 95.8%

PROJECTS

Competitive Coding Toolkit

Java FX, Scene Builder

- This project aims at helping competitive coders to generate random test cases, help in visualizing algorithms, and build and drag graphs.
- My part included the whole algorithm section, which provided basic visualisation of common algorithms such as BFS, DFS, DIJKSTRA etc on user input graph.

Game of Checkers using AI

Java FX, Scene Builder, Artificial Intelligence

- The game was developed in 3 modes i.e human vs human, human vs computer and computer vs computer.
- It was built on the concept of Min- Max Algorithm and alpha beta pruning of AI

3D Transformation of Cube

Java FX, Scene Builder

- In this a 2D cube appears on the screen. When we drag the mouse the cube performs rotations in the direction in which the mouse was dragged.
- It can also develop the required 3D model in either wireframe or as solid shape and even change the colour of the cube. The speed of rotation can also be controlled. We can see the linear motion as well as the 3D motion of the cube

ACHIEVEMENTS

- Topper Among Girls with a C.G.P.A of 9.22.
- Max Codechef rating : 1928
- Winner of the Best Fresher team of Code Queen Contest(2019) organized by IIITA.
- Earned a certificate on Coursera for Machine Learning course
- JEE Mains Rank- 5780(AIR)(Girls' Topper Of the district)
- India rank 3rd in All India English Olympiad
- Bagged many prizes in quizzes, debates, declamations, extempore etc.(district level inter-school quiz winner)(selected in national level quiz competition)

TECHNICAL SKILLS

Programming Languages

C C++ JAVA Python

Web Technologies

HTML CSS Javascript

Relevant Coursework

Database Management Systems Sql
Data Structures Artificial Intelligence
Algorithms Operating Systems
Machine Learning Computer Networks
Object Oriented Methodology

Software Tools

JavaFX Latex Linux MS Office
VS Code

EXTRA-CURRICULAR

- Worked as a volunteer for IIIC-the Incubation Centre of IIITA and also worked as a volunteer for the team of E-Summit.
- Working as a volunteer for Prayaas-a social initiative of IIITA to educate the not so privileged children.
- Worked as the volunteer of Sarasva-The literary society of IIITA.
- Worked as a volunteer in the team organising Effervescence-The cultural fest of IIITA