

# RISHI PRASAD

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## EDUCATION

### NIIT UNIVERSITY

B.TECH IN COMPUTER SCIENCE & ENGINEERING

Grad. 2017 | Alwar, Rajasthan  
Conc. in Software Engineering  
Cum. CGPA : 6.85 / 10

### GG INTERNATIONAL SCHOOL

Grad. May 2013 | Pune, India  
Percentage : 82.4%

### CITY INTERNATIONAL SCHOOL

Grad. May 2011 | Pune, India  
CGPA : 8.4/10

## ETS SCORES

### GRE

Score: 317  
Quant: 162, Verbal: 155  
AWA: 4.5

### TOEFL

Score: 108  
Reading: 24  
Listening: 29  
Speaking: 26  
Writing: 29

## SKILLS

### PROGRAMMING

Proficient:  
Python • C • OpenCV  
Experienced:  
Java • CSS • HTML  
Familiar:  
Javascript • PHP • MySQL

## HOBBIES

- Working Out
- Basketball
- Swimming
- Table Tennis
- Chess
- Hiking
- Rafting
- Kayaking
- Reading Non-Fiction

## EXPERIENCE

### COLLARFOLK | WEB DEVELOPMENT (INTERN)

Jan 2017 – June 2017 | Gurgaon, India

- Developed a fully functional E-Commerce platform on Collarfolk's website using Woocommerce. Incorporated additional functionality to inventory management and customer notification systems.
- Handled On-Page SEO Optimizations and monitored page activity on Google Analytics.
- Designed several plans for revamping the Website's architecture and resolved several bugs that occurred in the Development stage.
- Handled creative content on several fronts for Social Media and Fundraising purposes.

### NIIT FOUNDATION | SOFTWARE ENGINEERING (INTERN)

Jan 2016 – Dec 2016

- Developed facial detection modules and user management solutions using OpenCV's libraries in Python as part of my R&D project. The modules are currently in process of being deployed on Live Kiosks.

### IL&FS | DATABASE ANALYST (INTERN)

Mar 2015 – Dec 2015

- Wrote Dynamic Stored Procedures in MS-SQL safeguarded from SQL injections.
- Suggested improvements to the database schema to eliminate redundancies

## PERSONAL PROJECTS

### SCRABBLE FOR MULTIPLAYER | SOFTWARE DEVELOPER

July 2014 – Present

Modified the Bernstein Hashing Algorithm to create a hash table of Scrabble's Dictionary.  
Designed the UI for the Game along with evaluation modules.  
Later, replaced the Hash Table with a Trie to increase efficiency in space.  
Built a Word Finder using the Trie for resolving arguments.

### MEDISEND | SOFTWARE DEVELOPER

Jan 2016 – May 2016 |

Devised schemes for protecting medical data using concepts of Cryptography and Authentication. Implemented the same using Python in a sample GUI Interface.

### MOBINDER | GOOGLE MAPS API

Jan 2015 – May 2015 |

Designed the basic data structures using the data retrieved from the Google Maps API. Designed the algorithm to correct location.

### SUDOKU SOLVER | ALGORITHM DESIGN

Jan 2016 – May 2016 |

Designed a backtracking algorithm to solve 1000 Hard Sudoku puzzles in less than a second. Implemented in C++