

SAKSHAM JOSHI

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OBJECTIVE

- I have strong focus, maturity, self-control and adaptability. Always ready to push limits.
- I am a self-taught compiler engineer known for solving complex problems using highly efficient solutions.
- While developing compilers or any other project, I focus on providing all necessary features while maintaining simplicity of code base and optimizing code as much as possible.

EDUCATION

Master's in Computer Application, G.B. Pant University of Agriculture and Technology. 2024 - 2027
Coursework: Operating System, Data structures, DAA, Theory of Computation, Python.

Bachelor's in Computer Application, Graphic Era Hill University. 2021 - 2024
Coursework: Computer Fundamentals, Programming languages, Software Development.

SKILLS

Technical Skills	Compiler Engineering, GCC, Clang, C, C++, Data Structures, Debugging, Optimization.
Soft Skills	Project Planning, Attention to detail, Team Leadership, Project Management, Research.

PROJECTS

SRON (Saksham Rapid Object Notation)

- A high-level, single-threaded, dynamically typed, functional and compiled + interpreted programming language.
- The compiler converts the source code to byte-code and saves it in a '.srb' file.
- Further, the interpreter loads the byte-code file and starts its execution.
- Developed in C++23 using Clang compiler.
- Provides extremely fast execution speed surpassing even Python, Java, C# and JavaScript in several cases.
- Has a platform-independent architecture.
- **Link:** [Source Code](#) — [Documentation](#) — [Download](#)

EXTRA-CURRICULAR ACTIVITIES

- Won a C++ Competition organized by WeCode Club in the university. View Results from [here](#).
- Achieved #1 in another C++ Competition with more than 100 participants. View Certificate from [here](#).