Sahil Khan

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EDUCATION

IIIT GUWAHATI
B. Tech. in Computer Science
Expected Apr 2022
Cum. GPA: 8.03 / 10.0

BEDI INTERNATIONAL
Sen. Secondary
Apr 2017 | Bareilly, India
Percentage: 86.60 %

SKILLS

LANGUAGES
• C • C++ • GoLang • Python
Familiar • Java • JavaScript
• ReactJS

UTILITIES
• Git VCS • Sublime Text
Familiar • Vim • VS Code

OPERATING SYSTEMS
• Linux • Windows

LINKS

Github:// sawhil
LinkedIn:// sahilrazakhan
Codeforces:// sawhil (Expert)
Codechef:// sawhil
Stopstalk:// sawhil

KEY COURSES

COMPUTER SCIENCE
Introduction to Programming
Computer Organization
Data Structures
Analysis of Algorithms
IT Workshop - II (Object Oriented Meth.)
Artificial Intelligence
Formal Languages & Automata Theory
Operating Systems
DBMS

MATHEMATICS
Linear Algebra
Multivariable Calculus
Probability
Discrete Mathematics

EXPERIENCE

CHEGG | Subject Matter Expert • Computer Science • Part - Time
November 2019 – April 2020 | California, USA
- Solved over 50 student queries and guided students through their assignments based on various Computer Science domains pertaining mainly to Data Structures and Algorithms

CODECHEF | Volunteer
May 2019 – June 2019 | New Delhi, India
- Volunteered for Organizing a week long workshop for teaching school students Basic Programming and Competitive Programming Concepts
- Worked with other volunteers for managing the smooth functioning of the workshop

PROJECTS

PHOTO GALLERY APP | Back-End | GoLang • PostgreSQL • REST
- Building an Online Photo Gallery App, where users can register themselves, add photos to the gallery and share their gallery with others using a link.
- The whole Back-End is being built from scratch without any frameworks in Go, the Front-End is being built using the inbuilt template package of the Go STL.
- For Database PostgreSQL is used and Whole Authentication System is being built from scratch.
- This is an ongoing project.

CONNECT-4 AI | Terminal Based Game • C++
- Built a terminal based 2 - D Connect-4 clone.
- Implemented an AI to play against the player by implementing Minimax Algorithm with Alpha - Beta Pruning for better Performance.

6502 EMULATION | On Going | Computer Organization • C++
- Implementing an Emulator for the 6502 Processor used in the Nintendo Entertainment System (NES), Atari 2600 Apple IIe using Modern C++
- Goal of this project is to understand the working of CPU in depth.

SORTING VISUALIZER | Python • Matplotlib
- Implemented a Sorting Visualizer using Matplotlib.
- It visualizes different Sorting Algorithms such as Bubble Sort, Merge Sort, etc.

ACHIEVEMENTS

Aug 2020	**779th place**	Among 25k Participants - CodeForces Round 678
Aug 2020	**54th place**	Among 20k Participants - Scaler Hiring Challenge
Apr 2019	CodeChef April 2019 Challenge – 335th Place Globally	
Feb 2019	CodeChef February 2019 Challenge – 536th Place Globally	
Present	Solved Over 1000 Algorithmic Problems on Different Platforms	