

ANKIT PRIYARUP

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EXPERIENCE (INTERNSHIP)

- Gameberry Labs (Bangalore) - FullStack Developer** **June 2020 - July 2020**
 - Implemented cross platform network data transfer mechanism for a MMO game using flatbuffer serialization library.
 - Made improvements in i18n for games using a special CSV format and telephony API & IP based fallback.
- United Health Group (Hyderabad) - Industrial Training** **June 2020 - July 2020**
 - Presented an app for Optum Strathon 2019 Grand Finale, to tackle gaps in care & treatment of ICU patients.
 - Used Machine Learning - Random Forest Classifier, Gradient Boosting Regressor & some statistical techniques for real time patient analysis of ICU Mortality, Length of stay, and Vitals.
 - Designed a flask backend, capable of receiving real time data from IoT device (rasberry pi) and later present it.
- Google Summer of Code 2020 (Godot Engine) - Mentor** **May 2020 - August 2020**
 - Mentored through adding support for GDScript runtime documentation using a custom annotation system.
- Google Summer of Code 2019 (Godot Engine) - Student Developer** **May 2019 - August 2019**
 - Added Language Server Protocol (LSP) in C++ (Server) & Typescript (Client) for VS Code, Sublime, etc.
 - Used a queuing mechanism to cache diagnostics (debugging) of scripts, periodically scheduling over connection.
- Smart IOPS (Bangalore) - Software Engineering Intern** **Feb 2019 - May 2019**
 - Worked on heuristic functions for optimizing H-matrix girth of Low-Density Parity-Check in the Unix environment.
 - Used various research algorithms which impacted the improvement of correction capability on a real hardware.
- Bharosa TechnoServe Pvt. Ltd (Delhi) - App Development Intern** **July 2018 - October 2018**
 - Developed a mobile application (Android & iOS) to allow people to invest in Mutual Funds in India.

SKILLS SET

C, C++, C#, Python, HTML, CSS, Data Structures, Algorithms, Git

Machine Learning, Computer Vision, Artificial Intelligence, Android Studio, Unity, OpenGL, Flask, PHP

EDUCATION / COURSES

DELHI TECHNOLOGICAL UNIVERSITY

Expected: May 2021

Bachelor of Technology, Software Engineering: Cumulative GPA: **8.0/10.0 (Till 5th Sem.)**

Additional Courses: Enlisted in Python for Data Science Research & Machine Learning Bootcamp, Python for Computer Vision with OpenCV & MATLAB, GPU-Driven rendering technology by Nvidia.

AADHARSHILA VIDYAPEETH

CBSE X (2014): 8.2/10.0 CBSE XII (2016): 89%

ADDITIONAL PROJECTS

- React 3D (Open Source C++ Rendering Engine using Modern OpenGL & Vulkan)**
 - Developed from scratch, incorporating different shading techniques - unlit, diffuse, specular & bumped.
 - Designed batch renderer for resource management, LOD based distance culling.
 - Implemented AI Systems such as A-Star algorithm, finite-state machine with a procedural map.*
- Delhi Police Tracking Application (Collaborative)**
 - Presented a project with Delhi Police to design a Live Tracking Solution with a focus on-field staff status.
- Stream2U (Open Source)**
 - Designed backend for a streaming service like netflix, using My SQL & PHP.

HONORS & AWARDS

- Best student game of the year title at Unite India 2017 Hyderabad for [Loopables](#).
- Competitive coding:** Accomplished **Rank 411** (Total: 12K) in Google Kickstart 2020 Round C, **Rank 152** (Total: 22K) in Codeforces Round #631 Div 2, **Rank 192** (Total: 15K) in Codeforces Round #604 Div 2, **Rank 1** (Total: 13K) in CodeChef October Long Challenge 2018, **Rank 554** (Total: 15K) in Snackdown 2018 Online Round A.
- Hackathons:** Optum Stratethon'19 (**Second Runner-Up**), Unity Hackathon'19 by BYJU'S (**Second Runner-Up**), Invictus'18 (**Won**), TFC Game Jam'16 (**First Runner-Up**), Windows Phone Dev Contest'14 (**Finalist**).
- Leadership:** IOSD Game Development Head, Unity Student Ambassador mentor.