

Shivam Swarnkar

[mrswarnkar.tk](mailto:ss8464@nyu.edu) | 347 - 605 - 7438 | ss8464@nyu.edu

EDUCATION

New York University, Tandon (Poly) School of Engineering, New York, NY

Bachelor of Science, 2018

GPA: 3.88 (Dean's List Candidate)

Major: Computer Science and Engineering

Minor: Business Minor (CAS & Stern)

Electrical Engineering

Relevant Courses: Artificial Intelligence, Data Structure and

Algorithms, Algorithms design and Analysis, Parallel

Computing, Operating Systems, Computer Architecture and

Organisation, Discrete Math, Web Development with Java,

Data Analysis, Android App Development (via Coursera),

Machine Learning(via Coursera), Data Science (via Coursera)

PROFESSIONAL EXPERIENCE

Teaching Assistant, CSE department at NYU, New York, NY

[Current]

- Helping in homework and course designing for Intro to CS
- Teaching/helping students with various fields of computer science

Teaching Assistant, CSE department at NYU, New York, NY

[Fall 2015, Fall 2016]

- Taught Procedural Problem solving and programming with Python
- Conducted Recitations and designed homeworks to class of more than 60 students
- Prepared exam and practice questions and helped design the curriculum

Summer Internship at All India Society for Electronics and Computer Technology

[Summer 2015]

- Taught object oriented programming using C++ to college level students
- Conducted conferences to promote the Indian Government's initiative Digital India

PROJECTS

Algo-Analysis, Fall 2016

A program with graphical user interface, built using Java, which lets the user visually analyze different search algorithms as they try to find the best path from the source to the goal in a user designed map. (Currently building an Android App for it)

King's Place (Currently Working), Fall 2017

An android strategy game, where the player has to explore a map and recruit various types of armies according to the rules but recruit and position them strategically, because some of them can betray the player for gold. Win game by capturing enemy king's place while protecting own king's place.

PacMan Player AI, Fall 2016

Built 8 PacMan AI programs, using Java, to test performances of different Tree Search, Optimization, Genetic and Evolutionary Algorithms.

SpyMice (Currently Working), Spring 2017

A semi-autonomous floor mapping robot which could wirelessly be controlled and transmit the sensory data to user's Android phone.

TECHNICAL SKILLS AND Tools

Programming, Scripting and Markup Languages: C++, C, Java, C#, Python, JavaScript, HTML, CSS

Tools: IntelliJ IDEA, Android Studio, NetBeans, Microsoft Visual Studio, Xcode, Unity3D, PyCharm, Spyder

ACHIEVEMENTS, AWARDS & LEADERSHIP ACTIVITIES

-
- | | |
|---|---------------|
| • Received Tandon Scholarship worth \$27K per annum | [2014-2018] |
| • Founder of the Team Afro Dog which works on various CS projects | [2015] |
| • Student Union President | [2011 & 2013] |
| • Class President | [2003-2010] |
| • Speaker of the year | [2009] |
| • Ranked third in division for Chess competition | [2009] |
| • Represented division at a State Level Science Fair | [2010] |
| • Winner of Shri Ganesh H.S. Cricket Cup | [2012] |