

Sidhant Bansal

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

BComp in Computer Science

Minor in Mathematics

2017 - Present

CGPA: 4.85/5.0

DELHI PUBLIC SCHOOL DWARKA

Grad. May 2017 | New Delhi, India

Grade 12 - 95.4%

Grade 10 - 10 GPA

- President of **C.O.R.E.**, the computing club
- Vice President of the mathematics club

COURSEWORK

- Design and Analysis of Algorithms
- Computer Networks
- Linear Algebra 2
- Competitive Programming
- Software Engineering

TEACHING

Data Structures and Algorithms:

Fall 2018, Spring 2018

SKILLS

EXPERIENCED:

• C++ • Ruby • JavaScript

INTERMEDIATE:

• Java • SQL • React

OTHERS:

• Git • Vim

LINKS

LinkedIn:// [sidhantbansal](#)

Github:// [sidhant007](#)

DevPost:// [sidhant](#)

Codeforces:// [sidhant](#)

CodeChef:// [sidhant007](#)

EXPERIENCE

XFERS | Software Engineering Intern

May 2018 - August 2018 | Singapore

- A full stack engineer at **Xfers**, a YCombinator Summer 2015 startup. Worked in Ruby on Rails and React.
- Designed and implemented internal tools to monitor data inconsistency in the system. All code was reviewed and pushed in production.

COMPETITIVE PROGRAMMING

ACM-ICPC | Judges Panel

December 2017

- Designed and tested **algorithmically challenging problems**.
- For the **ACM-ICPC Indian Regionals** sites including IIT Kharagpur and Hindustan University.

ACM-ICPC | Participant

November 2017 | Jakarta, Indonesia

- Ranked **5th at ACM-ICPC Asia Jakarta On-Site Regional Contest** under the guidance of **Dr. Steven Halim**.

INTERNATIONAL OLYMPIAD IN INFORMATICS (IOI)

August 2017 | Tehran, Iran

- Secured **bronze medal at IOI 2017**.
- Ranked 85/304 worldwide and was 1st in Indian contingent.

TECHNICAL BLOG WRITING | CONTRIBUTOR

March 2016 | Delhi, India

- Wrote a 2 post series titled **FFT - The tough made simple**, on **Codeforces**.
- Explained the math behind Fast Fourier Transform (an optimisation algorithm).
- Received over 350+ upvotes from the CodeForces community.

PROJECTS

LIFE | Personal Project

May 2018

- **LIFE** is a simulation to train a basic organism to look for food in an optimal way in a 2d world.
- Implemented a variant of **genetic algorithm** known as Neuro-Evolution of Augmenting Topologies.

HACK&ROLL 2018 | Hackathon

January 2018 | NUS, Singapore

- Won under the top 8 category for our project, **GeoTroner** a real-time multiplayer online game.
- Based on geographical location of the user inspired from the game Tron and Pokemon Go.
- Built it using NodeJs, Sockets and Bootstrap.