

# Sidhant Bansal

Last Updated on 5th August 2019

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## EDUCATION

### NATIONAL UNIVERSITY OF SINGAPORE

**BCOMP IN COMPUTER SCIENCE**  
Minor in Mathematics  
Expected Graduation: May 2021  
August 2017 - Present  
CGPA: 4.75/5.0

### DELHI PUBLIC SCHOOL DWARKA

Grad. May 2017 | Delhi, India  
Grade 12: 95.4%  
President of the **computing club**

## COURSEWORK

Design and Analysis of Algorithms  
Randomized Algorithms  
Machine Learning  
Computer Networks  
Parallel and Distributed Algorithms  
Advanced Linear Algebra  
Competitive Programming  
Software Engineering

## TEACHING

**Fall 2018 - Fall 2019**  
Lab TA - Data Structures and Algorithms

## SKILLS

### EXPERIENCED:

•C++ •Ocaml •Ruby

### INTERMEDIATE:

•Java •SQL •Javascript

### OTHERS:

•Git •Vim

## LINKS

LinkedIn:// [sidhantbansal](#)  
Github:// [sidhant007](#)  
DevPost:// [sidhant](#)  
Codeforces:// [sidhant](#)  
Kattis:// [sidhant-bansal](#)

## EXPERIENCE

### JANE STREET CAPITAL | SOFTWARE ENGINEERING INTERN

May 2019 - August 2019 | Hong Kong

- Worked on several projects in post trade and trading system teams. Worked in **Ocaml**, a functional programming language.
- Most of the projects were performance sensitive with high emphasis on **parallelism and efficiency**.

### NUS | UNDERGRADUATE RESEARCHER

January 2019 - Present

- Developing a **distributed algorithm** to establish initial views in the view reconciliation problem for a **permissionless distributed peer to peer** system.
- Working under the guidance of **Prof Haifeng Yu**

### 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.

### PROBLEM SETTER | COMPETITIVE PROGRAMMING

December 2017 - April 2019

- As part of judging panel, designed and tested **algorithmically challenging problems** for various competitions including ACM-ICPC Indian Regionals, Indian IOI Training Camp and NUS course curriculum.
- Wrote a 2 post series titled **FFT - The tough made simple**, on Codeforces, explaining the mathematics behind **Fast Fourier Transform (an optimisation algorithm)**.

## ACHIEVEMENTS

2019	62 <sup>ND</sup>	ACM-ICPC WORLD FINALIST
2019	1 <sup>ST</sup>	ACM-ICPC YANGON ON-SITE REGIONAL CONTEST
2018	5 <sup>TH</sup>	ACM-ICPC JAKARTA ON-SITE REGIONAL CONTEST
2017	BRONZE	INTERNATIONAL OLYMPIAD IN INFORMATICS (IOI)

## PROJECTS

### LIFE | AI SIMULATION

Personal Project | May 2018

- **LIFE** is a simulation to train a virtual organism to look for food in an optimal way in a two-dimensional world.
- Implemented a variant of **genetic algorithm** known as **Neuro-Evolution of Augmenting Topologies(NEAT)**.

### GEOTRONER | REAL-TIME MULTIPLAYER GAME

NUS Hack&Roll | January 2018

- A real-time multi-player online game. Won under the top 8 category for our project.
- Based on geographical location of the user inspired from the game Tron and Pokemon Go. Built using NodeJs and Google Maps.