# Sidhant Bansal

http://sidhantbansal.com | sidhbansal@gmail.com | (+65)-9861-4153

# **FDUCATION**

# NATIONAL UNIVERSITY OF SINGAPORE

BCOMP IN COMPUTER SCIENCE Minor in Mathematics 2017 - Present CGPA: 4.74/5.0

# DELHI PUBLIC SCHOOL DWARKA

Grad. May 2017 | Delhi, India Grade 12 - 95.4% Grade 10 - 10 GPA President of the computing club

# COURSEWORK

Design and Analysis of Algorithms Randomized Algorithms Machine Learning Computer Networks Parallel and Distributed Algorithms Linear Algebra 2 Competitive Programming Software Engineering

# **TEACHING**

Data Structures and Algorithms: Fall 2018, Spring 2018, Fall 2019

# SKILLS

#### **EXPERIENCED:**

•C++ •Ruby •Javascript

# **INTERMEDIATE:**

• Java • SQL • React

#### **OTHERS:**

•Git •Vim

# LINKS

LinkedIn://sidhantbansal Github://sidhant007 DevPost://sidhant Codeforces://sidhant Kattis://sidhant-bansal

# **EXPERIENCE**

# NATIONAL UNIVERSITY OF SINGAPORE | RESEARCHER

January 2019 - Present | NUS, Singapore

- Developing **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.

### **ACM-ICPC** | PROBLEM SETTER

December 2017 - December 2018

- Designed and tested algorithmically challenging problems for the ACM-ICPC Indian Regionals sites.
- These problems were attempted by 300+ teams nationwide during the regional contests.

#### TECHNICAL BLOG WRITING | CONTRIBUTOR

March 2016 | Delhi, India

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

ACM-ICPC WORLD FINALIST

# AWARDS

2019	10/(	ACIA TOLO WORLD LINALIST
2018	1 <sup>ST</sup>	ACM-ICPC YANGON ON-SITE REGIONAL CONTEST
2017	5 <sup>TH</sup>	ACM-ICPC JAKARTA ON-SITE REGIONAL CONTEST
2017	85/304	INTERNATIONAL OLYMPIAD IN INFORMATICS (IOI) BRONZE

# **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 using NodeJs, Google Maps API and Bootstrap.