

# ANKIT PRIYARUP

ankitpriyarup@gmail.com   github/ankitpriyarup   codeforces/ankitpriyarup   https://ankitpriyarup.github.io/

## EXPERIENCE (INTERNSHIP)

- 1. Gameberry Labs (Bangalore, India) - FullStack Developer Intern** **June 2020 - July 2020**
  - Improved cross-platform data transfer mechanism for an MMO game using flat buffers.
  - Made improvements in localization and UI of the app, which improved user retention by **38%**.
- 2. United Health Group (Hyderabad, India) - Software Engineering Intern** **May 2020 - June 2020**
  - Used machine learning approach to tackle the gap between care & treatment.
  - Applied Random Forest Classifier & Gradient Boosting regressor for real-time analysis of Mortality, Length of stay, and Vitals, improving the overall accuracy to **87%**.
  - Designed a flask backend, capable of receiving real-time data from IoT devices & Vue.js based frontend.
- 3. Google Summer of Code 2020 (GSoC) Godot Game Engine - Mentor** **May 2020 - August 2020**
  - Mentored in implementing documentation generation feature for GDScript using a custom-annotation system, improving the overall usability of GDScript.
- 4. Google Summer of Code 2019 (GSoC) Godot Game Engine - Student Developer** **May 2019 - August 2019**
  - Implemented Microsoft Language Server Protocol (LSP) in C++ & Typescript for VS Code, Sublime, etc.
  - Used a queuing mechanism to cache diagnostics and periodically scheduling over the connection.
- 5. Smart IOPS (Bangalore, India) - Software Engineering Intern** **Feb 2019 - May 2019**
  - Optimized heuristic functions for LDPC H-matrix generation of high girth and high rate.
  - Researched and executed various algorithms to improve the correction capability of the H-matrix.
- 6. Bharosa TechnoServe Pvt. Ltd (Delhi) - App Development Intern** **July 2018 - October 2018**
  - Developed a mobile application (Native Android & iOS) for portfolio management and investment purposes.

## SKILLS SET

C, C++, HTML, CSS, Javascript, Typescript, Python, Java, Node JS, SQL, Mongo DB, Graph QL, Regex  
Data Structures, Algorithms, Git, CI/CD, Angular, Vue, Flask, Android Studio, Unity

## EDUCATION / COURSES

### DELHI TECHNOLOGICAL UNIVERSITY

Bachelor of Technology, Software Engineer:

**Expected: May 2021**

**Cumulative GPA: 8.4/10.0**

**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 (2015): 8.2/10.0   CBSE XII (2017): 89%**

## ADDITIONAL PROJECTS

- 1. React 3D Rendering Engine (Open Source C++ Rendering Engine using Modern OpenGL & Vulkan)**
  - Incorporated different shading techniques, batch renderer for resource handling and LOD based distance culling.
  - Implemented AI Systems such as A-Star algorithm and a finite-state machine with a procedural map & noise.
- 2. Codehive (Web App)**
  - Designed a visual scripting tool using Vue JS and Typescript.
- 3. Delhi Police Tracking Application (Android App)**
  - Android application for Delhi Police to track their subordinates duty realtime and send alerts.
- 4. Games: Abyss (Android), Loopables (Android & iOS)**

## ACHIEVEMENTS

- Competitive coding:** Accomplished **Rank 1** (Total: 2K) in Code to Japan 2020, **Rank 473** (Total: 12K) in Google Kickstart 2020 Round C, **Rank 611** (Total: 11K) in Google Kickstart 2020 Round A, **Rank 152** (Total 22K) in Codeforces Round #631 Div 2, **Rank 192** (Total 15K) in Codeforces Round #604 Div 2, **Rank 554** (Total: 15K) Snackdown 2018 Online Round A.
- Hackathons:** Optum Global Stratethon'20 (**Winner**), Citi Hackathon 3.0 (**National Finalist**), Optum Stratethon'19 (**Second Runner-Up**), Unity Hackathon'19 by BYJU'S (**Second Runner-Up**), Unite India 2017 (**Winner**), Invictus'18 (**Winner**), TFC Hackathon'16 (**First Runner-Up**), Windows Phone Dev Contest'14 (**Finalist**).
- Leadership:** IOSD (International Organisation of Software Developers) Software Development Head, Unity Student Ambassador