Tarun Sharma

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EDUCATION

IIT DELHI
MTech in Computer Science
July 2024 | Delhi, India
Cum. GPA: 8.307 / 10.0

VIDYALANKAR INSTITUTE OF TECHNOLOGY
BTech in Computer Science
May 2018 | Mumbai, India
Cum. GPA: 9.07 / 10.0

KENDRIYA VIDYALAYA KOLIWADA
May 2014| Mumbai, India

LINKS

Github:// **tarunkumars997**
LinkedIn:// **tarunkumars997**
Codeforces:// **Jsbshy2**
Codechef:// **Jsbshy2**

COURSEWORK

GRADUATE
Advanced Data Structures(COL 702)
Computer Networks(COL 334)
Intro. To Logic Funct. Prog(COL 765)
Software Systems Laboratory(COP 701)
Introduction To Ethical Issues In Computer Science (COL 772)
Computer Vision(COL 780)

UNDERGRADUATE
Operating System
DBMS
Computer Networks
Data Structures and Algorithms

SKILLS

C++ • C • Python • Javascript
Java • Html • CSS • LaTeX
• MySQL

EXPERIENCE

AIR INDIA | Graduate Engineering Trainee
Nov 2024 - Present | Gurugram, India

PROJECTS

Peer Server Peer(PSP) network (Prof. Abhijnan Chakraborty)

- Implemented a multithreaded PSP network simulation for file distribution among multiple clients
- Used socket programming to incorporate UDP and TCP protocols for chunk exchange, cache management based on LRU policy, and MD5 checksum file reconstruction verification.

Local Markdown wiki and editor (Prof. Rahul Narain)

- Developed a Desktop application, in Python(tkinter), which maintains a repository of articles in Markdown format.
- It provides rendered view of the articles, and permit creation of new articles and editing and removal of existing articles.

Panorama Stitching (Prof. Anurag Mittal)

- Implemented Harris Corner for precise corner detection, for accurate frame matching used proximity-based sum-of-squared-difference approach and used affine model to stitch the frames together to create a panorama

Transfer Learning for Image Classification using VGG16 (Prof. Anurag Mittal)

- Implemented transfer learning in PyTorch for image classification. Utilized a pre-trained VGG16 model from torch.hub and fine-tuned it on a custom dataset by modifying the final fully connected layers

Real-time Network Multiplayer Game (Prof Rahul Narain)

- Created a real-time multiplayer game that can be played over a network using React JS, Socket IO, Node JS and Express.Two players could play the game from different systems provided they are on the same network

AWARDS

Codeforces Specialist (Max Rating 1549)
Codechef 3 Star(max Rating 1751)
Gate 2022 - AIR 141