

Pulkit Maheshwari Computer Science & Engineering Indian Institute of Technology, Bombay Specialization: None 100050043 UG Third Year (B.Tech.)

DOB: 14/12/91

Examination	University	Institute	Year	CPI / %
Graduation	IIT Bombay	IIT Bombay	2012	7.84
Intermediate/+2	CBSE	LG Academy	2010	91.60
Matriculation	CBSE	New Digamber Public School	2008	92.60

Academic Achievements

- Secured an **All India Rank 41** in IIT-JEE 2010 among 470,000 students
- Secured an **All India Rank 73** in AIEEE 2010 among 1 million students
- **KVPY Scholar [2009-10]**: Kishore Vaigyanik Protsahan Yojana is given by the Department of Science of Technology, Government of India to encourage students with aptitude of research
- Awarded **Certificate of Merit** for being placed in **National top 1%** in National Standard Examination in Physics (**NSEP**) 2009-10
- Awarded **Certificate of Merit** for being placed in **National top 1%** in National Standard Examination in Chemistry (**NSEC**) 2009-10
- Awarded Certificates of Merit for being placed in State top 30 students in Regional Mathematics Olympiad (RMO) by Government of Madhya Pradesh for years 2008-09 and 2009-10
- Successfully cleared First level of NTSE (National Talent Search Examination) 2008-09
- Awarded the Merit Cum Means Scholarship by IIT Bombay
- Was part of the winning 4-membered team in Mathematics Quiz organized by BTV in 2007-08

Projects and Internships

1. Way2Wealth Securities Pvt. Ltd. (Summer Internship)

May-Jun 2012

Worked on various projects for the **financial industry** such as the implementation of the **Hadoop** framework (explored the framework for **parallel processing tasks**), implementing the execution framework for a strategy which the company would be using in their **momentum prediction project**.

2. *Time Table Generator For Colleges* – C++ (Course Project)

Oct-Nov 2011

Guide: Prof. Varsha Apte

An application for generating timetable for colleges. **Genetic Algorithm** was used for optimizing the time table. Apart from hard constraints such as a Professor should have only one lecture in a slot, each venue should have only one class scheduled in a slot, a batch must have single class assigned in a slot, implemented soft constraints such as class requiring equipment must be held at venue having that equipment, a class must not repeat in same day. Used **Qt** for user interface.

3. **Bomber man** – PLT Racket (Course Project)

Jan-Apr 2011

Guide: Prof. Amitabh Sanyal

The objective of the game is to eliminate the opponent player by planting bombs near him. The game includes hidden powerups too. For the AI opponent **A* algorithm** was implemented successfully and the Graphics package used was provided by PLT Racket.

4. Snake Returns – Team Leader – C++ (EzWindows) (Course Project) Aug-Nov 2010

Guide: Prof. D.B. Phatak

A simple snake game build around EzWindows API, which comes for C++. It had 15 levels of increasing difficulty and provisions for storage of high scores.

Software Skills

Programming Languages: C, C++, JAVA, PLT Scheme/Racket, SWI Prolog, HTML, Latex

Operating Systems: Microsoft Windows, Linux

Softwares: Microsoft Word, Microsoft Excel, Microsoft PowerPoint

Extra-Curricular Activities & Positions of Responsibility

- Built a wireless **Remote-Controlled car** securing **4**th **position** among 200 odd teams in first year
- Built a boat using principles of fluid mechanics for **Junkyard Wars** in **Techfest 2011**, IIT Bombay (Asia's Largest Technical Festival)
- Member of Production team of Winning Entry in Performing Arts Festival, IIT Bombay
- Secured 2nd position in news reading competition in Freshizza (College Fest for Freshmen, IIT Bombay)
- Member of the winning team of Inter Wing Movie Spoof Competition in Hostel 3, IIT Bombay
- Represented school in Inter School Chess Competition at the State level
- Worked as an Organizer in Infrastructure in Techfest 2011
- Worked as a Coordinator in Infrastructure in Techfest 2012
- Participated in Yahoo Hack-U: Designed an innovative product which analyses your friend's online activity and gives us graphs about when he/ she generally comes online

Relevant Courses Undertaken

- CS 101 Computer Programming and Utilization
- CS 152 Abstractions and Paradigms for Programming
- CS 207 Discrete Structures
- CS 213 Data Structures and Algorithms
- CS 208 Automata Theory
- CS 210 Algorithm Design
- CS 218 Logic Design
- CS 408 Graph Theory
- CS 305 Computer Architecture
- CS 317 Database and Information Systems
- CS 336 Computer Aided Geometric Design
- CS 348 Computer Networks