

Utkarsh Shankar

B.Tech student (Electrical and Electronics Engineering)

Quick Learner | Self-Driven | Passionate programmer

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Portfolio: utkar-sh1.github.io/Portfolio/

Github: github.com/utkar-sh1

EDUCATION

NIT Goa, — B.Tech.

August 2019 - May 2023

Electrical and Electronics Engineering

CGPA: 9.22

Cambridge School, Silao—Senior Secondary Education

April 2017 - March 2019

Percentage: 82.6%

DAV Public School, Bihar Sharif — Secondary Education

April 2008 - March 2017

CGPA: 10.0/10

PROJECTS

File Zipper— Huffman Coding Algorithm [LINK]

It is implemented in **python** using the Huffman coding algorithm. It is used to compress and Decompress a text file. Data Structures such as **heaps**, **hashmaps** and **trees** are used. Achieved a compression ratio of more than 1.5.

Snake Game— JavaScript [LINK]

It is designed using **HTML** & **CSS**. The game implemented in **JavaScript** using **DOM**. The game is played in browser window using arrow keys.

Simon —JavaScript [LINK]

It is designed using **HTML** & **CSS**. The game is implemented in **JavaScript** using **DOM**. It creates a series of tones and lights and requires a user to repeat the sequence. Playing this game can increase **memory power**.

SKILLS

Programming: C/C++

Also Familiar With: Python, JavaScript

Development: HTML, CSS, ExpressJS, NodeJS

DevOps Tools and Utilities: VSCode, Git & Github, Jupyter Notebook

Other Skills: MATLAB, PSpice

Achievements

Inter NIT Codeathon

Solved 3 out of 7 questions

Google Kickstart

Participated in the Data Structure Competition

Extra-Curricular

Competitive Programmer

Member of The Electrical Students Luminous Association (TESLA)

Participated in the mini marathon held during the college cultural fest “**SAAVYAS**”.

LANGUAGES

English, Hindi

INTERESTS

Photography, Teaching, Watching Documentaries