Utkarsh Agarwal

Third Year Undergraduate

Dept. of Computer Science and Engineering

IIT Kanpur

Educational Qualifications

Year	Degree	Institution	CPI/Percentage
2017(Expected)	Bachelor of Technology	Indian Institute of Technology, Kanpur	9.4*/10
2013	AISSCE(CBSE 12th)	DAV Public School, Kota	92.4
2011	AISSE(CBSE 10th)	Mayoor School, Ajmer	10/10

^{*}At the beginning of the fifth semester

Scholastic Achievements

- Secured All India Rank (AIR) 132 (top 0.09%) in IIT Joint Entrance Examination (JEE) 2013
- Selected to appear in INJSO, 2010; INAO(Jr.), 2010 and INChO, 2013: National Olympiads conducted by HBCSE, India
 for being amongst the top 300 in India.
- Amongst the **top 100** out of 1000 selected from all over India for **NTSE Scholarship**, **2009**: a prestigious scholarship funded by NCERT, Delhi.
- Awarded a certificate for being the amongst the top 1 percentile in India in NSEP.
- Awarded Merit Certificate by CBSE for securing 10/10 CGPA in 10th class.

rofessional Experience

 Summer Internship at Altisource Business Solutions Pvt. Ltd., Bengaluru (Networking Department)

(May-July, 2015)

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- Project CHEF

Objective: To automate configuration management of the organisation

- * Automation of application installation and customisation was achieved with the features of easy customisation of software version, software configuration, etc.
- * Any error encountered while installation or any major update was automatically reported
- * Inventory management with reporting of key parameters like IP address, CPU count, memory, storage, etc. was automated
- * The scripts to achieve above were written in DSL of CHEF
- * The above was done for a cluster of hundred nodes
- * Time and cost for building, upgrading and repairing infrastructure was significantly brought down

Project Graphite

Objective: To report server parameters through graphs using Graphite

- * Installation of Graphite and its components Carbon and Whisper was done on a server
- Graphite was configured with setting retention periods using regex, configuring database
- * Python scripting was done to input data into Carbon which involved data parsing and socket programming
- * Testing with large data was done
- * Real time monitoring of a scalable infrastructure was achieved
- * The graphs helped in easy auditing of multiple machines by monitoring crucial parameters

Projects

 Scotland Yard Computer Game (Under Programming Club, IITK)

(May-June, 2014)

- Designed GUI of the game using Pygame library in Python
- Used Graph Theory to link the map of the city with a graph for use in Al
- Wrote the AI of the game using Minimax Algorithm in Python
- Used sockets library to extend it to a Multiplayer Version that can be played on LAN

Relevant Courses

Grades mentioned in parentheses and ongoing courses are marked with #

Data Structure and Algorithms (A*)	Introduction to Computer Organisation (A)	
Operating Systems #	Theory of Computation #	
Computing Laboratory (A)	Discrete Mathematics (A)	
Fundamentals of Computing (A)	Probability and Statistics (B)	

Technical Skills

• Programming Languages: C, C++, Python

• OS: Windows, Linux

• Tools: CHEF, Graphite

• Other: Git, Latex, Bash Scripting, Octave, Verilog, Assembly

Extra-Curricular Achievements

- Programming
 - Enthusiastic Competitive Programmer
- English Literary Activities / Debating / Oration
 - Stood 1st in Galaxy, an Intra IITK cultural fest
 - Adjudged Best Debater in Middle and Senior Section in School
 - Represented School in various Inter School Debate Competitions
- Tennis
 - Stood 2nd in Freshers' Inferno, an Intra IITK sports fest
 - U-17 School Tennis Team Captain
- Member of Alumni Contact Program(ACP), IITK: A programme aimed at improving Alumni Relations

Positions of Responsibility

- Senior Executive, Public Relations, Antaragni14
 - Invited eminent personalities in for Antaragni
 - Helped in managing events and looked after the guests
- Academic Mentor
 - Academic Mentor of ESC101 to 1st year students