

SHAILESH VASHISTH

[[EDUCATION](#)] [[ACHIEVEMENTS](#)] [[WORK EXPERIENCE](#)] [[SKILLS](#)] [[HANDLE](#)] [[PROJECTS](#)] [[INTERESTS](#)]

EDUCATION

- 2018 - PRESENT **BTech** in [COMPUTER SCIENCE AND ENGINEERING](#) | GPA (major): **8.2/10**
Minor in [Applied Mathematics](#), IIIT Delhi
- 2017 - 2018 **Senior Secondary** (CBSE) | [PERCENTAGE: 90%](#)
Hope Hall Foundation School, Delhi
- 2015 - 2016 **Secondary** (CBSE) | [GPA: 10/10](#)
Kendriya Vidyalaya, R. K. Puram, Delhi

ACHIEVEMENTS

- 2019 [[Intra IIIT coding competition](#)] : Ranked **1st** in IIIT Delhi.
- 2019 [[Codechef UEMCO](#)] : Ranked **53rd** out of 574 teams in the world.
- 2019 [[CodeChef Coders Legacy](#)] : Ranked **127th** out of 1017 participants in the world.
- 2020 [[Hacker Earth](#)] : Competitive percentile of **95%**.
- 2020 [[Hacker Earth Code Arena](#)] : Continuous **non-loosing** streak of **32** 1-vs-1 coding competitions.
- 2018 [[JEE Mains](#)] : **99.9%** percentile in Joint Entrance Examination Mains, most prestigious engineering entrance exam in India.

WORK EXPERIENCE & RESPONSIBILITIES

- 2020 [[Web Developer](#)] : Web Developer Intern at [Vawsum Schools Pvt. Ltd](#)
- 2019 [[Problem Setter](#)] : Competitive programming problem setter on **Codechef** & **Hacker Earth**.
- 2019 [[ProCon Junior](#)] : Led and organised nationwide famous **Procon** coding contest on Codechef.
- 2018 [[IIITD Launch Hackathon](#)] : Led and organised **hackathon** in which **200+** teams participated.
- 2019 [[Nirvana Night](#)] : Led and organised **nirvana night**, the star night of IIIT Delhi's college fest.
Managed over **1 lakh+** footfall.

COMPUTER SKILLS

- [[Programming](#)] : C, C++, Java , MATLAB, \LaTeX
- [[Scripting](#)] : Python, Bash
- [[Web](#)] : HTML, CSS, React JS, php, Slim Framework, AJAX, Js , Django
- [[Design](#)] : Fusion 360
- [[Unit testing](#)] : JUnit, Python - unittest
- [[Others](#)] : MySQL, phpMyAdmin, JavaFX, Azure-Database, Jupyter Notebook

HANDLE

- [[Codechef](#)] : [dakuisback](#). Highest Rating : **1867**
- [[Github](#)] : [shaileshvashisth](#)

PROJECTS

[ML]

FEB 2020

Flair detection

Flask HTML Jupyter Notebook

Developed a web app that can [detect the flair \(category\)](#) of a Reddit post of the subreddit r/india. Data was extracted using praw and used several machine learning algorithms like Linear SVC, Multinomial Naive Bayes, Logistic regression.

[IOT]

APR 2019

Portable Orchestra

Ardunio

Led a team which developed a [wearable band](#) device which detects motion and accordingly plays the sound of the musical instrument present in a band. Equipped with intensity sensors, faster the action, louder would be the sound produced.

JAN 2019

Smart Temperature Tap

Ardunio

Led a team which developed a tap which is controlled via an app through which the temperature of water can be set and the tap automatically closes itself after reaching the desired height which the user inputs.

[WEB DEV]

FEB 2020

Competitive programming website

Slim React JS OAuth 2.0

Developed a lightweight, multi-user [programming contest interface website](#) using the [CodeChef API](#). Users can login using OAuth 2.0, view contests/problems and details like ranklist, submit and run code by uploading files.

APRIL 2020

Army Logistics Management website

Php AJAX Azure-Database

Developed a multi-role Army management Logistics [Web App](#), with Azure [Database](#) connectivity which is normalised till BCNF form. With encryption of Passwords for the Users and Usage of various google API.

[OPERATING SYSTEMS]

OCT 2019

Multi-user chat system

Designed and implemented a [multi user chat system](#) which is like a real-time instant message board system, much like an IRC in which the users can communicate with everyone on the network.

SEP 2019

Linux System call

Designed and created a linux [system call](#) which requests a service from the kernel of the operating system it is executed on.

AUG 2019

Unix Shell

Designed and created a [command-line interpreter](#) or shell that provides a command line user interface for Unix-like operating systems.

[GAMES AND GRAPHICS]

SEP 2019

Plants vs Zombies

JavaFX

Developed a fully functional [Plants vs Zombies](#) game from scratch built on JavaFX platform.

SEP 2019

Interactive Java GUI

Swing (Java)

Developed an [interactive Java GUI application](#) which computes the fastest runners in different categories using underlying algorithms and displays their names and prizes based on the marathon category and other several factors.

OCT 2019

Command line game

Junit Test Suite

Developed a [command line racing game application](#) where you've to avoid obstacles and collect coins on your race track. Unit tested this with self-built [JUnit Test Suite](#).

[PROGRAMMING]

SEP 2018

Weather Forecast App

Urllib Unittest (Python)

Developed an app which displays the real-time temperature, humidity and other meteorological factors using the [weather API](#). Thoroughly tested the app using python [unittest framework](#).

NOV 2018

Betweenness Centrality

Implemented a solution to the [betweenness centrality](#) problem in [graph theory](#) which gives the measure of centrality in a graph based on shortest paths.

DEC 2018

2D Object Transformations

Matplotlib

Implemented an [app](#) to create and manipulate 2D projections of different varied shaped objects.

INTERESTS

Competitive Programming

Scuba Diving

Finance - Investment Strategies

Travelling, have explored **14+** states and **40+** cities in India.