

Vishal Aitha

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SUMMARY

I am a passionate Competitive Programmer for the past 2 years. I have been learning programming in general for the past 3 years. Over the course of my programming journey, I have accumulated a vast amount of knowledge in Data Structures and Algorithms, solved over 2000 Competitive Programming problems, and worked on multiple projects.

EDUCATION

- SRM INSTITUTE OF SCIENCE AND TECHNOLOGY** Chennai, India
• *Bachelor of Technology - Computer Science and Engineering; GPA: 9.22* September 2020 - June 2024
Courses: Data structures, Object oriented programming, Database Management systems, Operating Systems, Computer networking
- FIITJEE JR COLLEGE** Vijayawada, India
• *Senior secondary GPA: 9.25* July 2018 - June 2020
Courses: Mathematics, Physics, Chemistry, English
- Sri Chaitanya E.M school** Sullurupeta, India
• *Senior secondary GPA: 9.70* July 2017 - June 2018
Courses: Mathematics, Physics, Chemistry, English, Social sciences

CODING PLATFORM HANDLES

- **Codeforces:** Solved over 800 problems
- **Codechef:** Solved over 300 problems
- **Atcoder:** Solved over 300 problems
- **Leetcode:** Solved over 200 problems
- **GeeksforGeeks:** Solved over 150 problems

SKILLS SUMMARY

- **Languages/Frameworks:** C++, Java, Python, MySQL, MongoDB, HTML/CSS & Javascript
- **Coursework:** Data Structures, Algorithms, OS, DBMS & OOPS
- **Platforms:** Linux, Web & Windows
- **Technologies:** Github, Figma & Windows

INTERNSHIP EXPERIENCE

- As a Teaching Assistant at TLE Eliminators, I actively contributed to the development of beginners in competitive programming. During a productive three-month period, I adeptly resolved over 250 doubts, providing crucial support to learners. By offering clear explanations and personalized guidance, I helped create a conducive learning environment. This experience enhanced my ability to foster strong problem-solving skills and solidify foundational concepts for aspiring programmers.

PROJECTS

- **Cricket-Analytics:** The application developed for the Cricket World Cup 2019 utilizes React for the frontend and MongoDB for the backend. It offers comprehensive player performance analysis based on diverse parameters. This tool enables users to assess player statistics and insights efficiently, contributing to a deeper understanding of the tournament's dynamics.

ACHIEVEMENTS AND AWARDS

- **Institution Rank 1 in Codechef, Codeforces & Atcoder.**
- **4 star** at Codechef - Max Rating : 1804
- **Pupil** at Codeforces - Max Rating : 1264
- **1800** rated on Leetcode **top 7% in the world**
- **12 Kyu - Green** at AtCoder. **Max Rating : 930**
- Global rank **124** in codechef START99B out of **1900+** participants
- Global rank **169** in codechef START97BC out of **3700+** participants
- Global rank **222** in codechef START92B out of **2200+** participants
- Global rank **165** in codechef START90B out of **1900+** participants
- Global rank **177** in codechef LTIME108D out of **8500+** participants
- Global rank **1200** in Panasonic Atcoder Beginner contest 301 out of **9000+** participants