VISHRUT AGRAWAL

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EDUCATION

University of Illinois at Urbana-Champaign
B.S. in Mathematics & Computer Science
May 2021 | Champaign – Urbana, IL

La Martiniere School for Boys
Economics and Commercial Studies
Class of 2017 | Kolkata, India

LINKS

Website: vishrut.me
GitHub: github.com/vishrut3
LinkedIn: linkedin.com/in/vishrut3/

SKILLS

Programming Languages:
Java | Python | C++ | HTML | CSS | JavaScript | Verilog
Programs/Platforms:
Git | SVN | Unix/Linux | Unity | IntelliJ | Android Studio | Catch/Unit Testing
XCode | OpenFrameworks | Bootstrap
Spoken Languages:
English | Hindi | Mandarin (Learning)

COURSEWORK

- Software Design Studio (Java and C++)
- Discrete Structures
- Introduction to Computer Science (Java and Android)
- Calculus Sequence (I, II, III)
- Introduction to Statistics
- Data Structures (C++)
- Computer Architecture (Verilog)

ORGANIZATIONS

- Association for Computing Machinery
- Association of Data Science and Analytics
- Illinois Programming League
- Special Interest Group for Artificial Intelligence
- Illini Muay Thai

PROFESSIONAL EXPERIENCE

WIFT Cap Solutions Pvt. Ltd. | Software Developer Intern
Kolkata, India | June 2018 – August 2018
- Worked as a Front-End Software Developer Intern for a technology services company that creates software and web application for clients all over the world.
- Recreated the company website using HTML, CSS, Bootstrap, and JavaScript.

PROJECTS

Calculator Application | December 2017
- Developed a calculator application capable of computing simple arithmetic operations, quadratic and simultaneous equations, and finding the mass of chemical elements.
- Used Java and Android Studio to make the application.

Software Design Studio Coursework | January 2018 - Present
- Created various projects and programs in Java and C++ every week as part of the coursework for Software Design Studio.
- Created JSON files containing the data for a text-based game and a computer simulation program for a restaurant, and wrote programs to parse the files and implement the game and the simulation.
- Implemented a game engine for the Gin-Rummy card game program that takes in two different player strategies and competes them against each other; Created three different kinds of player strategies to test and compete in the game.
- Wrote a simple machine learning image recognition program to recognize numbers from images using the Naive Bayes probabilistic classifier. Trained the program to recognize numbers using 5000 images, and then used another 1000 images to test the program.
- Created a linked list data structure class and used OpenFrameworks to implement the class to create and run a Snake game.
- Created a 2D Sliding Puzzle game for the final project, which takes an image, divides it into many equal pieces and jumbles it up, for the player to unscramble it to complete the game; the image variables were stored in two arrays of hash maps, and every time the player made a move, one array of hash map would be compared to the other array to check if the end result had been achieved or not.

LEADERSHIP EXPERIENCE

Socio-Cultural Fundraisers | Co-Head Organizer
Kolkata, India | May 2015 – November 2016
- Organized over 5 socio-cultural fundraisers in an attempt to raise money for various causes, and hosted over 25 schools (in each fundraiser) to participate.
- Served as Co-Head Organizer and head of the Info-Tech Department in all the fundraisers.
- Each fundraiser lasted over 3 days, catered to over 1000 students and guests, and raised over $7500, which was donated to various participating NGOs.