

ANKIT PRIYARUP

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EXPERIENCE (INTERNSHIP)

- Gameberry Labs (Bangalore, India) - FullStack Developer Intern** **June 2020 - July 2020**
 - Improved cross-platform data transfer mechanism for an MMO game using flat buffers.
 - Made improvements in localization and UI of the app, which improved user retention by **38%**.
- United Health Group (Hyderabad, India) - Software Engineering Intern** **May 2020 - June 2020**
 - Used machine learning approach to tackle the gap between care & treatment.
 - Applied Random Forest Classifier & Gradient Boosting regressor for real-time analysis of Mortality, Length of stay, and Vitals, improving the overall accuracy to **87%**.
 - Designed a flask backend, capable of receiving real-time data from IoT devices & Vue.js based frontend.
- Google Summer of Code 2020 (GSoC) Godot Game Engine - Mentor** **May 2020 - August 2020**
 - Mentored in implementing documentation generation feature for GDScript using a custom-annotation system, improving the overall usability of GDScript.
- Google Summer of Code 2019 (GSoC) Godot Game Engine - Student Developer** **May 2019 - August 2019**
 - Implemented Microsoft Language Server Protocol (LSP) in C++ & Typescript for VS Code, Sublime, etc.
 - Used a queuing mechanism to cache diagnostics and periodically scheduling over the connection.
- Smart IOPS (Bangalore, India) - Software Engineering Intern** **Feb 2019 - May 2019**
 - Optimized heuristic functions for LDPC H-matrix generation of high girth and high rate.
 - Researched and executed various algorithms to improve the correction capability of the H-matrix.
- Bharosa TechnoServe Pvt. Ltd (Delhi) - App Development Intern** **July 2018 - October 2018**
 - Developed a mobile application (Native Android & iOS) for portfolio management and investment purposes.

SKILLS SET

C, C++, C#, Python, HTML, CSS, Javascript, SQL, Data Structures, Algorithms, Git, Regex
Machine Learning, Computer Vision, Artificial Intelligence, Android Studio, Unity, OpenGL, Flask, PHP, Linux

EDUCATION / COURSES

DELHI TECHNOLOGICAL UNIVERSITY

Bachelor of Technology, Software Engineer:

Expected: May 2021

Cumulative GPA: 8.2/10.0

Additional Courses: Enlisted in Python for Data Science Research & Machine Learning Bootcamp, Python for Computer Vision with OpenCV & MATLAB, GPU-Driven rendering technology by Nvidia.

AADHARSHILA VIDYAPEETH

CBSE X (2015): 8.2/10.0 CBSE XII (2017): 89%

ADDITIONAL PROJECTS

- React 3D Game Engine (Open Source C++ Rendering Engine using Modern OpenGL & Vulkan)**
 - Incorporated different shading techniques, batch renderer for resource handling and LOD based distance culling.
 - Implemented AI Systems such as A-Star algorithm and a finite-state machine with a procedural map & noise.
- Delhi Police Tracking Application (Collaborative)**
 - Android application for Delhi Police to track their subordinates duty realtime and send alerts.
- Stream2U (Open Source)**
 - Designed backend for streaming services like Netflix, using SQL and PHP.
- Games: Abyss, Loopables**

HONORS & AWARDS

- Competitive coding:** Accomplished **Rank 1** (Total: 2K) in Code to Japan 2020, **Rank 473** (Total: 12K) in Google Kickstart 2020 Round C, Accomplished **Rank 611** (Total: 11K) in Google Kickstart 2020 Round A, **Rank 152** (Total: 22K) in Codeforces Round #631 Div 2, **Rank 192** (Total: 15K) in Codeforces Round #604 Div 2, **Rank 554** (Total: 15K) Snackdown 2018 Online Round A.
- Hackathons:** Optum Global Stratethon'20 (**Winner**), Citi Hackathon 3.0 (**National Finalist**), Optum Stratethon'19 (**Second Runner-Up**), Unity Hackathon'19 by BYJU'S (**Second Runner-Up**), Unite India 2017 (**Winner**), Invictus'18 (**Won**), TFC Hackathon'16 (**First Runner-Up**), Windows Phone Dev Contest'14 (**Finalist**).
- Leadership:** IOSD (International Organisation of Software Developers) Software Development Head, Unity Student Ambassador