Akshat Sharma

Roll No. : 2016KUCP1005
B.Tech. - Computer Science
Department of Computer Science
Indian Institute Of Information Technology, Kota

+91-94145-80660
ias.akshat@gmail.com
2016kucp1005@iiitkota.ac.in
akshat1998.github.io
linkedin.com/in/akshat98

EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
Graduation	Indian Institute of Information Technology, Kota	8.30 (Current)	2016-Present
Intermediate/+2	BVB Vidyashram, Jaipur / CBSE, New Delhi	91.2%	2016
Matriculation	Jaipuria Vidyalaya, Jaipur / CBSE, New Delhi	10	2014

PROJECTS

- **Reliability of News**

  ML Project — Dr. Priyanka Harjule   *February 2019 - November 2019*
  - Improvising the fake news detection algorithm to minimize the spread of fake news, and analyzing people.
  - Used reinforcement learning for explicitly determining crowd weights, with Bayesian inference to update the weights.
  - Demonstrated the peoples flagging capacity for detecting fake news.
  - Technology used: Machine Learning, Python.

- **Tank Game**

  OpenGL Project — Dr. Santosh Viparthi   *October 2018 - December 2018*
  - Made a 2D tank game using OpenGL library with improved graphical functions for better visuals and added some compelling features.
  - Technology used: C++ & OpenGL.

- **Social Networking Website**

  Academic Project — Dr. Jitendra Goyal   *August 2017 - November 2017*
  - Made a basic version of a social networking site with real time chat service, and optimized functions using AJAX to decrease the net usage and reduce the run time complexity. Implemented a script to dynamically search users efficiently. Other features include posting, likes, online users.
  - Technology used: MySQL, PHP, JS, HTML,CSS, AJAX.

- **Image Watermark Utility**

  Python Project   *November 2017*
  - Made a Image Watermarking tool for both text and image, with watermarking options like opcaity and position, and used Tkinter toolkit for the GUI.
  - Technology used: Python, PIL, Tkinter.

- **Tic Tac Toe Game**

  Academic Project — Dr. Amit Kumar   *October 2018 - November 2018*
  - Made a terminal version of Tic Tac Toe game, and used Machine Learning to improve the performance with a custom generated training set.
  - Technology used: C++.

- **Obstacle Avoiding Robot**

  Academic Project — Dr. Amit Kumar   *August 2016 - November 2016*
  - Made a bot to avoid obstacles and move without any deadlock state. Used Ping Range Finder to detect obstacles.
  - Technology used: C, C++, Arduino.

- **Library Management System**

  Academic Project — Dr. Gaurav Singal   *January 2017 - April 2016*
  - Made a user-friendly administrative system for both staff and students to track records of book, and stored data efficiently in text files.
  - Technology used: C.

TECHNICAL SKILLS

- **Programming Languages**: C/C++, Python, Java
- **Tools/Libraries**: OpenGL, numpy, scikit-learn, TensorFlow, Tkinter, Git, C++ STL
- **Web Technologies:**: HTML, CSS, Javascript
- **Operating Systems**: macOS ,Windows, Linux

Relevant Coursework

- Data Structures and Algorithm + Practicum
- Discrete Mathematics
- Computer Graphics + Practicum
- Operating System + Practicum
- Theory of Computation
- Artifical Intelligence
- Database Management + Practicum
- Computer Networks
- Data Mining
- Machine Learning
- Deep Learning (Specialization)

Achievements

- **ACM-ICPC Gwalior-Pune Regionals 2019**: Secured 48th rank in the onsite contest out of 125 top teams from different colleges across India.
- **ACM-ICPC Gwalior-Pune Regionals 2018**: Secured 36th rank in the onsite contest out of 115 top teams from different colleges across India.
- **ACM-ICPC Gwalior Regionals 2017**: Secured 71st rank in the onsite contest out of 108 top teams from different colleges across India.
- **NTSE Stage-1 2011-12**: Qualified the National Talent Search Examination Stage-1 with among top 4000 candidates in India.
- **NTSE Stage-1 2013-14**: Qualified the National Talent Search Examination Stage-1 with among top 4000 candidates in India.
- **Codechef Challenge**: Secured World rank 1 in Codechef October Long Challenge 2018.
- **Codechef Challenge**: Secured World rank 20 in Codechef July Long Challenge 2018.
- **FB HackerCup**: Qualified for Facebook HackerCup round 2, in year 2018 and 2019.
- **Codeforces**: Rated expert level programmer on Codeforces, max. rating (1854).
- **Codechef**: Rated 5 star programmer on Codechef, max. rating (2093).

Extracurriculars

- **Management**: Co-ordinator Technical Club, IIIT Kota.
- **Management**: Dy. Co-ordinator Flair-Fiesta (Tech-Cultural Fest), IIIT Kota.
- **Volunteer**: United Nations Volunteer for World Environment Day 2018.