PULKIT GUPTA

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EDUCATION

B.Tech in Computer Science and Engineering
International Institute of Information Technology, Hyderabad

📅 2019-2023 (Expected) 🎓 CGPA 9.14/10.00

- Dean's List 2019-2020 - awarded for academic excellence
- Student Mentor for the freshmen of batch 2020

High School
D.A.V. PUBLIC SCHOOL, KURUKSHETRA

📅 2019 🎓 91.8%

- JEE MAINS AIR - 1059
- JEE ADVANCED AIR - 1607
- SOF IMO Level 2 International Rank-52 Zonal Rank-3
- SOF IMO Level 1 International Rank-84 Zonal Rank-2

EXPERIENCE

Full Stack Development Intern
Bestie India-Based-StartUp

📅 Jan 2021 – Apr 2021 📍 Remote

Flutter | Firebase | Razorpay | Agora
- Designed and developed Flutter based android app allowing a person to call an expert over internet without disclosing their identity on a particular topic
- Used Flutter to create UI screens and collected location using Flutter location package
- Using Firebase Cloud Messaging implemented the core functionality of calling via web
- Carried out the filtering feature on the basis of rating, distance(calculated using location), status(online/offline) and topic

SKILLS

Languages
C, C++, Python, Javascript, HTML, CSS, Bash

Frameworks
Flutter, NodeJS, React, Pygame, Flask, Express

Miscellaneous
MySQL, MongoDB, Firebase, OpenGL, WebGL, Git, x86-64Assembly

Course Work
Operating Systems and Networks, Data Structures and Algorithms, Design and Analysis of Software Systems, Data and Applications, Computer Systems Organization, Computer Graphics

PROJECTS

Linux Shell | C | Monsoon 2020
- Created command Line interface similar to Linux shell allowing multiple commands running both in foreground and background
- Handled piping, redirection, signals and built-in as well as system commands

Job Portal | MERN Stack | Spring 2021
- Developed a web application portal allowing applicants to apply for jobs and recruiter to create jobs and respond to applications received
- Included features like sorting, filtering, searching and dynamic rating

DBMS | Python, MySQL | Monsoon 2020
- Designed data base management system for hotel chain involving requirement analysis, conceptual design, logical design
- Created database for hotel chain and performed queries on the database using MySQL CLI with Python using PyMySQL library

Brick-Breaker-Game | Python | Spring 2021
- Built a terminal based arcade game similar to classical brick breaker following OOPS concept and incorporated different levels, powerups and sound effects

Socket Programming | C | Monsoon 2020
- Performed client-server socket programming to provide a TCP/IP based network environment between server and client where a client can request a file and server will send the file if present

AmongUs 2.0 | OpenGL, C++ | Spring 2021
- Created a C++ based 2D-maze game and added powerups, obstacles, lighting effect and enemy following the player using shortest path algorithm.

Modified xv6 | C | Monsoon 2020
- Worked on the large code-base of original xv-6 and changed it by adding new syscalls and scheduling algorithms such as FCFS, PBS, MLFQ

Simulated Systems | C | Monsoon 2020
- Implemented real life management system for vaccine distribution and music event using concepts of multi-threading and concurrency