SAMYAK JAIN

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| Education | | |
|---|--|---|
| Indraprastha Institute of Information Technology, Delhi B.Tech (CSE) 2019 – Present | | CGPA: 9.15 (till 4 th Semester) |
| Rukmini Devi Public School, DelhiPercentage: 95.6CBSE2017 - 2019(Among the Top 1 percentile of all the students that appeared for CBSEClass XII th exams across all streams) | | |
| Rukmini Devi Public School, Delhi CSBE 2005 – 2017 | | CGPA: 10 |
| Skills | | |
| Expertise Area | Data Structures and Algorithms, OOPS, Database Management Systems | |
| Programming Language | Java(proficient), C++, Python, C, SQL, Bash | |
| Tools and Technologies | Git, MySQL, Fusion360 ,RDWorks, Processing, Arduino, IntelliJ, Java Swing, JavaFX, Linux and MacOS | |
| Technical Electives | Introduction to Programming, Data Structures and Algorithms, Analysis and Design of Algorithms, Advanced Programming, Operating Systems, Fundamentals of Database Management Systems, Computer Organisation, Prototyping Interactive Systems, Human Computer Interaction | |
| Projects | | |
| ChocoWars | | (Aug,19 – Sep,19) Team Size - 3 |
| Theme-based shooting game including human-interactive hardware | | |

Theme-based shooting game including human-interactive hardware interface developed using laser cutting supported with a software for gameplay.Used Arduino microcontroller, Processing and RDWorks.

Handy-Write

(Oct,19 - Nov,19) Team Size - 3

Interactive writing platform to aid children in learning writing.Made human-interactive hardware, web-app.Used Arduino microcontroller, Processing platform, and HTML.

Color Switch

(Oct,20 - Dec,20) Team Size - 2

(Sep,20 - Oct,20)

Team Size - 1

A creative implementation replica of the popular Color Switch Game developed as a course project.Used Java and JavaFX to build GUI.Created appropriate UML class diagrams, use cases for the same.

Linux/UNIX Shell A basic implementation of Linux based bash shell written in C language covering some internal and a few external commands.

Developed command line based basic version of food ordering application, party game Mafia and hospital-management system as a part of coursework.

Sportify

A database management system developed for managing sporting activities in institutions like hosting of sport events, connecting people with similar interests, venue booking, equipment lending and borrowing, interaction with vendors/sellers. Developed a basic web-based GUI to interact with the same.

Kidure

Team Size - 4 A project under the coursework of Human-Computer Interaction. Ideated, designed and prototyped a kids lifestyle and health application focusing on the nutrition, diet and physical health of the kids.Included diet management, interactive exercise tutorials, diet recommendations, nutrition tracking, scheduling doctor's appointments and some other features.

Vax-Bot

A Telegram based bot developed for easy checking of COVID-19 vaccination slots based on user's preferenced location based on district and pin codes.Developing it for generating notifications for vaccination slots on government website COWIN. Users can subscribe for reminders using pincode, district, age-group and vaccination type preference filtering.

Positions of Responsibility

- Led the School Vocal Music Group in various district and state (April,14 April,16) competitions.
- Volunteered as mentor for freshers induction program for (December 2020) FooBar(programming club) events.

Awards and Achievements

- Junior Science Talent Search Examination (JSTSE) Scholar 2015
 State top 100, Organised by Directorate of Education (DoE Govt. of Delhi)
- Science Open Merit Test (SOMT) 2017
 State Rank 7, Organised by DSSTF

(Jan,21 – Apr,21) Team Size - 5

(Jan,21 – Apr,21)

(May,21-Present)

- International Informatics Olympiad (iiO) State Rank-2 in International Informatics Olympiad (iiO) conducted in the session of 2016.
- Times NIE Student of the Year Award 2017-18
- Completed the JP Morgan Chase & Co. Software Engineering Virtual Experience on InsideSherpa. Completed Practical Task Modules in : Establishing Financial Data Feeds, Frontend Web Development, Data Visualization with Perspective.
- Completed the Accenture Discovery Program on InsideSherpa. Completed Practical Task Modules in : Setting project priorities, assembling plan, User Journey Redesign, Outcome Analysis, Prioritization and Impact Assessment, Fixing the errors and choosing the language
- Worked with an NGO Police Mitra Foundation Trust as a community worker in January-2021 to end of March-2021. Participated and helped to organize various volunteer camps, distribution and collection drives.
- Award of Appreciation, national camp invitation for CBSE Katha Utsav National Level Writing Competition.

Interests and Hobbies

- Competitive Programming
- Music, Chess, Creative Writing