Kanav Gupta

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EDUCATION

International Institute of Information Technology — Hyderabad, India
Bachelors of Technology in Computer Science and Engineering; GPA: 8.68 — *2016 – 2020*

EXPERIENCE

Apple — Hyderabad, India
Software Engineer — *July 2020 - Present*
- Part of Apple Online Store team. Currently, working on backend services handling the checkout and the payment processes.

Google Summer of Code | Robocomp — Remote
Software Developer — *May 2020 - August 2020*
- Developed a Hand Gesture Recognition System in Robocomp's Robolab. The System was divided into components that detect hand in image feed and recognize corresponding hand gestures in real-time. Various Machine Learning libraries and techniques like Openpose, Mediapipe, SVM were used for implementation.
- This system have wide use in domains like Human Computer Interaction, Activity Recognition etc.

Center for Visual Information Technology — Hyderabad, India
Undergraduate Researcher - Prof. Anoop M. Namboodiri — *June 2018 - May 2020*
- **3D Model Reconstruction**: Main objective of the project was to implement a deep learning pipeline for construction a 3D model from images taken in an uncalibrated environment

Uber — Hyderabad, India
Software Engineering Intern — *May 2019 - July 2019*
- Worked in Uber's Financial Technology Team. Rearchitected and Upgraded Frontend Tech Stack of Uber's uSurv application to latest web and UI frameworks. uSurv application controls procure to pay processes at Uber
- Introduced feature flags in application which reduced deployment time by 90% in cases where configuration changes were made

International Institute of Information Technology — Hyderabad, India
Teaching Assistant
- Teaching Assistant for Algorithms Analysis and Design and Engineering Systems courses. Responsible for designing and evaluating course assignments, projects for courses with $\sim$ 200 students

PROJECTS

- **Relative Attributes Predictor**: Formalized and Trained a rank SVM model to learn Relative Attributes among different classes of images and used Zero Shot Learning to predict the same for new unseen classes
- **Movieman Alexa Skill**: Developed an Amazon Alexa Skill which provides Ratings, Plots etc. for millions of movies. The skill was built using OMDB API and AWS Lambda handling the backend
- **3D Augmented Reality**: Mapped and tracked 3D object in a video captured using Intel SR300 Camera. Augmented different components using technologies like Unity, Vuforia etc
- **Pastebin Web Application**: Created Web Application similar to pastebin.com using Flask web framework of python following MVC architecture
- **Bomberman Game**: Implemented terminal based Bomberman Game in python following the principles of Object Oriented Programming (OOPs)
- **Linux Shell**: Created a shorthand version of Unix shell in C using syscalls to implement command parsing and execution, piping, input and output redirection, managing background processes, signal handling.

PROGRAMMING SKILLS

- **Languages**: C, C++, JavaScript, Bash, Python
- **Technologies**: ReactJS, Django, Flask, FusionJS, Unity, Matlab, Rails, Git, AWS Lambda, WebGL, OpenCV

ACHIEVEMENTS

- **ACM-ICPC 2018**: Qualified for ACM-ICPC Ampritapuri Onsite Regionals and achieved **118th** rank
- **Amazon Alexa Hackathon**: Ranked **9th** in Code Gladiators Amazon Alexa Hackathon's Onsite Finale
- **Dean's Merit List Holder**: Selected in Dean's List of Academic Excellence in first and second academic years. Awarded to top 5% of the batch
- **Google Kickstart**: Secured Rank **299** in Google Kickstart Round F 2019
- **Facebook Hacker Cup**: Qualified for Round 2 of Facebook hacker Cup and secured **836th** rank.
- **Sport Programming**: Codeforces Rating: **2054**   Codechef Rating: **2019**