# Govinda Totla

SOFTWARE ENGINEER

Room no 298, Visvesvaraya Hostel, IIT(BHU), Varanasi - 221005

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## Skills \_\_\_\_

Programming LanguagesC++, Python, Bash, JavaScript, SQLTechnologies and FrameworksHighcharts, AWS, Google Cloud, Django, Git, Jupyter, Pandas

## **Education**

#### Indian Institute of Technology (BHU), Varanasi

BACHELORS OF TECHNOLOGY IN COMPUTER SCIENCE AND ENGINEERING

• Cumulative Performance Index, CPI: 8.67/10.00

Experience \_\_\_\_\_

#### Hackerrank

TECHNICAL CONTENT ADMIN

- Managing the external technical content curators for Hackerrank.
- Creating and testing algorithmic and CS fundamentals based challenges.
- Exposure: Algorithms and Data Structures, Decision-Making, Problem-Solving

#### D.E. Shaw India Pvt. Ltd.

INTERN, MEMBER OF TECHNICAL STAFF (JAVASCRIPT-PYTHON TEAM)

- Implemented an API to suggest the appropriate visualizations of a given data-set.
- Designed a model to predict relevant field-sets for a given data-set.
- Developed an algorithm to select the most informative chart type for a given set of fields.
- Exposure: Highcharts, Jupyter Notebook, Pandas

#### BlueStacks

INTERN, MEMBER OF TECHNICAL STAFF (CLOUD TEAM)

- Implemented an API to translate the text in an image in-place using Google API's and Python Imaging Libraries.
- Designed a machine learning model to predict if a user would be interested in playing quest.
- Developed a Google chrome extension to automate population of data store from vendors site.
- Exposure: Google APIs, AWS, Python Imaging Library(PIL), Chrome Developer Tools, Web Scrapping

## Projects \_\_\_\_

#### **Optimizing Downlink Power Control in Wireless Networks**

BACHELOR THESIS PROJECT, DR. R. GUPTA

- Designed a game theoretic model to optimize downlink power allocation in MIMO technology used in wireless networks.
- Exposure: Game Theory, Wireless Networks

#### Hostel Management Portal (WebApp)

DATABASE MANAGEMENT PROJECT, DR. R. CHOWDARY

- Developed a web application for e-registration and managing grievances and activities in the hostels of the institute.
- Used third normal form to reduce redundancy in database.
- Exposure: MySQL, Django, HTML, CSS, Javascript

#### **Automated Trading Model using Reinforcement Learning**

Exploratory Project, Dr. S. K. Singh

- Implemented Q-Learning algorithm with epsilon-greedy technique to build a trading agent model.
- Exposure: Reinforcement Learning, sklearn, pandas

II (BHU), Varanasi

Janurary 2019 - April 2019

#### IIT (BHU), Varanasi

September 2018

## IIT (BHU), Varanasi

Sep. 2010 - Oct. 2011

July 2019 - Present

Work from home

Hyderabad, India May 2019 - July 2019

#### Gurgaon, India

May 2018 - July 2018

September 2, 2019

July. 2016 - PRESENT

Varanasi, India

## Achievements \_

- 2017 **32nd Place**, ACM-ICPC Asia Gwalior Regionals
- 2018 26th Place, GS Quantify
- 2018 3rd Place in India, Hello 2018 Coding Contest
- 2016 687th Place, JEE Advanced

## Position of Responsibility \_\_\_\_\_

- 2019 Festival Manager, Codefest, Computer Science and Engineering Society, IIT(BHU)
- 2019 Event Manager, Technex, IIT(BHU)
- 2018-19 Secretary, Club of Programmers, IIT (BHU)
- 2018-19 **Co-Head**, Hostel Web Committee, IIT(BHU)

# Relevant Courses \_\_\_\_\_

- ITW-I (Bash Scripting and Python)
- ITW- II (Web Dev. and SQL)
- Artificial Intelligence
- Database Management Systems
- Software Engineering

- Probability and Statistics
- Data Structures
- Algorithms
- Information Retrieval
- Discrete Mathematics

- Computer System Organization
- Operating Systems
- Computer Graphics
- Discrete Mathematics
- Theory of Computation

### Gwalior, India Banglore, India

Varanasi, India

Varanasi. India

Varanasi, India

Varanasi, India