

Shrey Tripathi

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[LinkedIn](#) | [Github](#) | [Portfolio](#)

EDUCATION

International Institute of Information Technology (IIIT) Bangalore

Integrated Masters in Technology, Computer Science and Engineering

Aug 2019 – July 2024

CGPA 2.91/4.00

Airport School, Ahmedabad

Senior School (Class XII)

April 2017 – May 2019

Aggregate 90.8%

EXPERIENCE

Project Developer

Web Science Lab, IIIT Bangalore

Jan 2021 – Present

- Building a Capacity Based Access Control (CBAC) framework for the Indian Urban Data Exchange (IUDX) portal, under the supervision of [Professor Srinath Srinivasa](#)
- Designing an API for the backend of the CBAC system in Django

PROJECTS

Mowe: Motion over Web | *Web Assembly (C++), React*

Dec 2020 – Present

- Developing a full-stack web-based collaborative 2D motion design tool using Web Assembly with C++ as the backend, integrated with React for the frontend
- Lets users collaborate in teams in real time on the motion design process, using the Socket.io library

just-post-it | *Django, Javascript, AJAX, PostgreSQL, Bootstrap* | [GitHub](#)

Aug 2020 – Sep 2020

- Developed a full-stack web-based Twitter-like social networking application
- Created a Rest API in Django, while connecting it to a PostgreSQL database
- Used AJAX to implement a single-page application for the front-end that lets users like/unlike posts and edit their own posts in real-time without a page reload

Flatroom | *Flask, Javascript, Socket.io, Bootstrap* | [GitHub](#)

Jun 2020 – Jul 2020

- Developed a real-time web-based chat application that lets users chat in real time in multiple channels
- Used the Socket.io library to beam a single user's message across a channel
- Used browser localStorage to redirect a user to the channel he/she was previously on after the user reopens the browser window

Game Show | *Python, Socket Programming* | [GitHub](#)

Mar 2020 – Apr 2020

- Implemented a real-time quiz game show in Python using Socket Programming
- Used the socket and system time libraries for time limit and buzzer functionalities

TECHNICAL SKILLS

Languages: Python, Java, C/C++, HTML/CSS, JavaScript, SQL (Postgres), Lua

Frameworks: Django, Flask, SASS, Markdown, Bootstrap, LaTeX

Developer Tools: Git, GitHub, GitHub Actions, VS Code, Figma, Heroku, Docker, Vim

RELEVANT COURSEWORK

Computer Science: Programming(C/C++/Python/Java), Data Structures and Algorithms, Computer Architecture, Computer Networks, Digital Design

Mathematics and Basic Sciences: Discrete Mathematics, Linear Algebra, Calculus, Computational Chemistry

Social Sciences: Economics, Technical Communication

EXTRACURRICULAR ACTIVITIES

- Active member of Enigma, the official robotics club of IIIT Bangalore.
 - * Made an autonomous line-follower robot and an autonomous edge-avoiding robot using the Arduino microcontroller
 - * Currently studying drone simulations in MATLAB-Simulink
- Anchored Yamini 2019, the annual dusk-to-dawn traditional music/dance confluence organized by SPICMACAY, IIIT Bangalore chapter
- Core team member of Parvaaz, the dramatics and theatre arts club of IIIT Bangalore
- Member of editing team of 8-Bit, the official magazine of IIIT Bangalore