Ayush Gupta

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EDUCATIONAL QUALIFICATIONS

Year	Degree	${\bf Institution (Board)}$	CGPA/%
July'17 – June'21 (expected)	B.Tech, ME	Indian Institute of Technology, Kanpur	9.2/10.0
2017	ISC – XII	City Montessori School, Lucknow (CISCE)	95.5%
2015	ICSE - X	St. Francis' College, Lucknow (CISCE)	95%

Honors and Achievements

- Top 0.7%, JEE Advanced (amongst 160,000 candidates)
- Top 0.001%, JEE Main (amongst 1.3 million candidates)
- Top 1%, National Standard Examination in Physics
- Top 1%, National Standard Examination in Astronomy
- Top 1%, National Standard Examination in Chemistry
- 2nd in 15+ teams, Student AUV Competition (SAVe), organised by NIOT, Chennai

Projects

Team AUV-IITK

Software Team Member

Faculty Advisor: Prof. Mangal Kothari May 2018 - Present • Fused sensor readings from Doppler Velocity Log (DVL) and

- IMU using an Extended Kalman Filter to generate odometry message for the vehicle
- Implemented a novel image preprocessing algorithm based on Fusion Framework to formulate a robust underwater computer vision pipeline
- Created multi-class dataset of labeled underwater photos, trained YOLO object detection model and setup real-time inference on Jetson TX2
- Developed and tested acoustic localization system capable of estimating the Direction of Arrival of ultrasonic underwater signals from pinger

Realtime Onboard Dense RGB-D Mapping on UAVs

Mentor: Prof. Mangal Kothari

May 2019 - Present

- Studied and experimented various techniques related to 3D mapping of environment using monocular and stereo cameras on Jetson TX2
- Evaluated approaches for shortcomings and computational requirements considering its onboard realtime implementation on UAV

Chat-IITK

Course Project - ESC101

Mentor: Prof. Puroshottam Kar

2nd Semester

- Designed and developed a chat application on NodeJS, Express, Socket-IO, and MongoDB
- Implemented real-time chat using Socket-IO with PassportJS for extensively implemented authentication and cookie handling

Team Humanoid, IITK

Robotics Club, IIT Kanpur

Software Team Member Dec. 2017 - April 2018

- Worked on a Bipedal Prototype of the humanoid bot, capable of performing statically stable walking
- Implemented the MATLAB simulated inverse kinematics walking algorithm based on ZMP criteria on the actual robot using ROS

Mechanical Quadruped

Mentor: Prof. Shantanu Bhattacharya, TA202

4th Semester

Work Experience

Intelligent Systems Lab

Robotics Intern

Supervisor: Mr. Ravi Prakash, Doctoral Student April 2019 - Present

- Ported outdated available ROS code to operate on current development platform using ROS Kinetic on Ubuntu 14.04
- Actualized setup for simulation using Rviz and Gazebo for Universal Robots manipulator on a Guardian Robot
- Tweaked the hardware drivers and changed odometry publishers to fix position drift estimated by motor encoders
- Assisted in final objective to create collaborative autonomous robots capable of building walls, extinguishing fires in unknown environments

New York Office, IIT Kanpur

Backend Software Intern

Supervisor: Prof. Manindra Agrawal

May 2018 - July 2018

- Worked on Scala with Akka-HTTP for scalable and concurrent multi threading using functional programming
- Documented and compiled the entire collection of backend Application Programming Interfaces using PostMan
- Fixed bugs in the Scala backend, and collaborated using Phabricator, while developing an upcoming social platform

Positions of Responsibility

- Software Team Lead, Team AUV-IITK: Maintaining entire stack of an Autonomous Vehicle, deployed on Git, implemented using ROS, OpenCV and simulation integrated using Gazebo.
- Secretary, Robotics Club, IIT Kanpur 2018-19
- Secretary, Consulting Hobby Group, IIT Kanpur 2018-19
- Student Guide, Counselling Service, 2018-19
- Academic Mentor, Counselling Service, 2018-19

SKILLS

Proficient: C, Golang, Python, Javascript Experienced: C++, Java, Scala, Android Exposure: Haskell, Rust, Dart, Perl

Web: Angular, Akka, TypeScript, Redux, Flutter

Utilities: Shell Utilities, Git, Docker, Ansible, PostgreSQL,

MongoDB, OpenCV, LATEX, Vim, Emacs, Vagrant

Miscellaneous

- Runners Up in robotic soccer event Wild Soccer, and Visualise, in inter-hall competition
- Developed an application which generated summaries of the latest news based on the current trending hashtags on Twitter as code.fun.do submission
- Developed a basic platform game on the game development framework Unity3D using JavaScript and C#, updated on Github

Relevant Courses

Introduction to Programming(A*) Data Structures and Algorithms Compiler Design

Probability & Statistics Probability & Statistics(A*) Functional Programming(A*)

Introduction to Robotics (i)Computing Lab - 1(A*)Computer Systems Security

Computer Architecture Computing Lab - 2(A*) Computer Networks(i)

A*: Grade for exceptional performance, i: In progress