

Abhinandan Pal

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[GitHub](#) || [LinkedIn](#)

D.O.B : 17th June , 2001

EDUCATION

Indian Institute of Information
Technology, Kalyani
B.Tech (Computer Science &
Engineering)
Expected 2023

CGPA : 9.86

Don Bosco School, Bandel

ISC : 95.25 %

ICSE : 94%

COURSES

Probability and Statistics | Environmental
Data Science | Discrete Mathematics |
Data Structures and Algorithm |
Programming with C | Linear Algebra |
Analog Electronics | Digital Electronics |
Calculus | Algorithms - I | Computer
Architecture | Automata Theory

SKILLS

Programming Languages : Python, C, C++,
C#, Java, Haskell, SciLab
Tools : Unity, Blender
Languages : English, Bengali, Hindi

INTERESTS

Deep Learning | Cryptography | Game
Theory | Game Development | 3D
modeling | Writing

PROJECTS

- > **FUSION VAE** | LEAD DEVELOPER, GITREPO MANAGER
Produced a child image by combining traits from two-parent images (having traits from both based on a ratio) using Variational Auto Encoder.
- > **DEEP FORGERY** | LEAD DEVELOPER, GITREPO MANAGER
Created a Deep Learning model to modify forged images in order to challenge their detection by forgery detection algorithms. In the process, it also improves the forgery detection algorithms, adversarially.
- > **MarkRNN** | LEAD DEVELOPER, GITREPO MANAGER
Conceived a deep learning model to grade answer-scripts given the answer (text) and a marking scheme (summary).
- > **SHOWER'S OF ROCK** | LEAD DEVELOPER, GITREPO MANAGER
Developed a 3D first-person game using Unity. The objective of the game is to avoid being hit by meteors. The Game is available on Linux and Windows Platform.
- > **PANDEMIC SIMULATOR** | LEAD DEVELOPER, GITREPO MANAGER
Produced a pandemic simulation based on parameters and hyper-parameters. A data frame of virtual people, who interact with each other is generated. The project intends to test the effects of various factors on a pandemic.

ACTIVITIES

- > **GOOGLE DEVELOPER'S STUDENTS CLUB IIIT KALYANI**
DESIGN LEAD | AUG 2020 - PRESENT
- > **CACHE9 [STUDENT'S BLOG]**
EDITOR | JAN 2021 - PRESENT
- > **FREESCAPE [OPEN SOURCE CLUB]**
FOUNDING MEMBER | JAN 2021 - PRESENT
- > **RENESA 2020**
FEST CO-ORDINATOR | FEB 2020 - MAR 2020
- > **IIIT KALYANI GAMEJAM 2021**
MENTOR | FEB 2021 - MAR 2021

CERTIFICATIONS

- > **Game Theory (Advanced Application)**
COURSERA | OCT 2020 | 100% | STANFORD ONLINE
- > **Game Theory**
COURSERA | AUG 2020 | 98.90% | STANFORD ONLINE
- > **Python for Data Science**
NPTEL | DEC 2019 | COURSE TOPPER | IIT MADRAS
- > **Practical Machine Learning with Tensorflow**
NPTEL | MAR 2020 | IIT MADRAS

REFERENCES

- > **Bhaskar Biswas** | bhaskar@iiitkalyani.ac.in
Assistant Professor, IIIT Kalyani
- > **Eleni Boursinou** | e.boursinou@unesco.org
Open Educational Resources (OER) Project Specialist
- > **SK Hafizul Islam** | hafi786@iiitkalyani.ac.in
Assistant Professor, IIIT Kalyani