# **Aayush Kumar**

@Aeyush10

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https://aeyush10.github.io

# **Employment History**

2024 - Present

**Research Fellow,** PROSE team, Microsoft, India.

2023

Quantitative Research Intern, Quadeye Securities LLP, India.

## **Education**

2020 - 2024

**B.Tech., IIT Kanpur, India** Computer Science and Engineering.

Cumulative Grade Point Average: 9.83/10

2023

**Semester Exchange, EPFL, Switzerland** Computer Science.

Cumulative Grade Point Average: 5.4/6

2017 - 2020

High School, NPS HSR, Bangalore, India.

Central Board of Secondary Education (CBSE) curriculum, studying the sciences with computer science.

### **Publications**

### **Pre-prints**

- A. Kumar, D. Prol, A. Alipour, and S. S. Ragavan, To Google or To ChatGPT? A Comparison of CS2 Students' Information Gathering Approaches and Outcomes, 2025. arXiv: 2501.11935 [cs.HC]. OURL: https://arxiv.org/abs/2501.11935.
- A. Kumar, Y. Bajpai, S. Gulwani, G. Soares, and E. Murphy-Hill, How Developers Use AI Agents: When They Work, When They Don't, and Why, 2025. arXiv: 2506.12347 [cs.SE]. URL: https://arxiv.org/abs/2506.12347.

#### **Conference Papers**

- H. Goel, **A. Kumar**, and S. S. Ragavan, "End-user programming is weird: How, why and what to do about it," in 2023 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC), 2023, pp. 41–50. ODI: 10.1109/VL-HCC57772.2023.00013.
- M. Amoozadeh, D. Daniels, D. Nam, A. Kumar, S. Chen, M. Hilton, S. Srinivasa Ragavan, and M. A. Alipour, "Trust in generative ai among students: An exploratory study," in *Proceedings of the 55th ACM Technical Symposium on Computer Science Education V. 1*, ser. SIGCSE 2024, Portland, OR, USA: Association for Computing Machinery, 2024, pp. 67–73, ISBN: 9798400704239. ODI: 10.1145/3626252.3630842.

### **Conference Posters**

M. Amoozadeh, D. Daniels, S. Chen, D. Nam, A. Kumar, M. Hilton, M. A. Alipour, and S. S. Ragavan, "Towards characterizing trust in generative artificial intelligence among students," in *Proceedings of the 2023 ACM Conference on International Computing Education Research - Volume 2*, ser. ICER '23, Chicago, IL, USA: Association for Computing Machinery, 2023, pp. 3–4, ISBN: 9781450399753. • DOI: 10.1145/3568812.3603469.

H. Goel, **A. Kumar**, and S. S. Ragavan, "Poster: End-user programming is weird," in 2023 IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC), 2023, pp. 274–275. ODOI: 10.1109/VL-HCC57772.2023.00051.

# **Selected Projects**

- Intersectionality in Oversampling on Social Attributes, Semester Project, ML4ED Lab, EPFL, 2023, Built on the paper by Cock et al. to analyze the impact of intersectionality on different oversampling strategies for a behavioural predictive model in education.
- SoulFull: A Companion App for Binge Eating, Course Project, EPFL, 2023, Designed a high-fidelity prototype for an app that supports people struggling with binge eating by applying fundamental interaction design principles. Wurl: https://www.figma.com/file/OLqV3BIDvyHij9iheE4esL/.
- CoOpt: Comparing Optimisers, Course Project, IIT Kanpur, 2023, Co-wrote a research paper that compared different ML optimisers on image classification and regression tasks. 

  Ourse Project, IIT Kanpur, 2023, Co-wrote a research paper that compared different ML optimisers on image classification and regression tasks. 

  URL: https://github.com/Aeyush10/CoOptPaper.
- A Whole New World: Infinite Procedurally Generated Terrain, Course Project, EPFL, 2023, Designed and created a procedurally generated visualisation of infinitely extending mountainous terrain with dynamic camera movements. URL: https://github.com/Aeyush10/CS341\_Graphics\_Project.
- DigiCampus, Course Project, IIT Kanpur, 2022, Worked with a team to create a web application to simplify entry-exit logistics for students and faculty across college campus. 

  ✔ URL: https://github.com/ananya704/CS253.
- Parallel Optimised View Synthesis, Course Project, EPFL, 2023, Researched and applied zero-order methods to locally maximise entropy of 2D images (visualisations) of a 3D dataset. Developed ideas, wrote code, and created a presentation for methods to efficiently parallelise the visualisations. URL: https://github.com/PrateekSogra/CS677-Parallel-optimised-View-Synthesis.
- Bandersnatch: A C++ CUI Game, Self Project, EPFL, 2021, An interactive game made in C++ with a narrative that branches out based on user performance in implemented mini-games. URL: https://github.com/Aeyush10/Bandersnatch\_for\_fun.

### **Skills**

Programming C/C++, Python, R, TypeScript, JavaScript, HTML, CSS, Ruby, TensorFlow, WebGL (GLSL), Java.

Empirical Studies Experiment Design, Survey Design, Qualitative Coding, Study Conduction, Mixed Methods Data Analysis

Utilities | Jupyter/Google Colab, MySQL, Qualtrics, Git, Bash, LaTeX.

Design Tools Figma, Canva, Bootstrap, iMovie.

# Miscellaneous Experience

#### **Awards and Achievements**

2024 Research Proficiency Medal IIT Kanpur, India.

Awarded for best undergraduate research project by a graduating student in the Computer Science and Engineering department.

2022 Academic Excellence Award IIT Kanpur, India.

2021 **Dr. Prateek Mishra Memorial Scholarship Awardee**, IIT Kanpur, India.

Academic Excellence Award IIT Kanpur, India.

2020 All India Rank 976, Joint Entrance Examination - Advanced, India.

All India Rank 4128, Joint Entrance Examination - Mains, India.

### **Teaching Experience**

Fall 2023 Tutor, ESC111: Fundamentals of Computing, CSE Department, IIT Kanpur, India.

Fall 2022 Volunteer, Prayas (Student-run Community Service Organisation), IIT Kanpur, India.

#### **Extracurriculars**

2022 – 2023 Video Team Head, Vox Populi (Student Journalism Body), IIT Kanpur, India.

2021 - 2022 Secretary, English Literary Society, IIT Kanpur, India.

Secretary, Film Club, IIT Kanpur, India.