

# Anurag Sahu

## CONTACT

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## LINKS

Facebook:// **Anurag-Sahu**  
Github:// **AnuragSahu**  
LinkedIn:// **Anurag-Sahu**  
Quora:// **Anurag-Sahu**

## COURSEWORK

### UNDERGRADUATE

Operating Systems  
Artificial Intelligence  
Algorithms  
Computation Complexity Theory

Artificial Intelligence + Implementations  
Computer Graphics + Assignments  
Digital Signal Analysis And Applications  
Formal Methods  
Computer Networks

## SKILLS

### PROGRAMMING

Over 1000 lines:

C • Python • Javascript

Over 500 lines:

Java • CSS • PHP

ReactJS • Go • R

Familiar:

Android • MySQL • Jupyter Notebook

GO lang • UNIX • Git

Matlab • React • TeX

Beautifulsoup • selenium

## CERTIFICATES

### TRAININGS

Diploma in Data Science

Training in JAVA ( J2SE | J2EE | Android)

## EXPERIENCE

### VLEAD | SOFTWARE INTERN

Aug 2018 - Nov 2018 | Hyderabad, India

- Developed the Experiment module for Infix to postfix Exercise.
- Made the Video artefact for the Infix to Postfix Exercise.

### THOUGHT APPLIED CREATIONS | SOFTWARE ENGINEERING INTERN

Nov 2017 - Dec 2017 | Raipur, India

- 2 out of 52 applicants chosen for the Internship.
- Completed the given task before the deadline.
- Appreciated for the work by the company head Mr TK Paul.
- Successfull Developed an Application for the Completion of the task.

## EDUCATION

### IIIT HYDERABAD

BTECH IN COMPUTER SCIENCE

Aug 2018 | Hyderabad, India

### IIIT NAYA RAIPUR

BTECH IN COMPUTER SCIENCE

Jun 2018 - Aug 2018 | Naya Raipur, India

Cum. GPA: 4.1 / 5.0

### SRI SANKRA VIDYALAYA

Grad. Jun 2016 | Hyderabad, India

## RESEARCH

### ROBOTICS RESEARCH CENTER | RESEARCHER

Dec 2018 - Ongoing | Hyderabad, India

Currently Enhancing my skills in Deep Learning and DL Algorithms, Specially on BackPropagation Algorithms, Memory Requirements and Optimisation Algorithms.

## AWARDS

- 2018 top 5 / 10000 Selected for admission through lateral Entry at IIIT Hyderabad.
- 2017 top 18 / 4500 Selected for Think Raipur conducted by RSCL.
- 2017 Best Project Award for making the Air Pollution Monitoring System.

## ACADEMIC PROJECTS

1. Made TIC-TAC-TOE Bot Playing Xtreme Tic-Tac-Toe.
2. Made 2D Game, 3D Game and and 3D infinite Runner game in OpenGL, and WebGL.