Pursuing Minor in Artificial Intelligence and Data Science, offered by CMinDs,IIT Bombay

SCHOLASTIC ACHIEVEMENTS _

• Secured All India Rank 338 in JEE (Advanced) among 1,40,000+ students	(2021)
• Achieved All India Rank 124 in JEE (Main) among 9,00,000+ students	(2021)

- Secured All India Rank 82 in KVPY 2021 SX Stream, held by IISC, Banglore (2021)
- Recipient of the prestigious NTSE Scholarship by NCERT, Government of India (2019)
- Among the **National** Top 1% in Indian Olympiad Qualifier in Chemistry (IOQC) (2021)
- Among the **State** Top **1**% in Indian Olympiad Qualifier in Astronomy (IOQA) (2021)
- Achieved **State Rank 3** in **State Scholarship Exam** conducted Govt.of Maharashtra (2017)
- Achieved State Rank 6 for two years in Maharashtra Talent Search Exam (MTSE) (2019,2018)

KEY PROJECTS _

Student Satellite Program IIT Bombay

A 70+member student team striving to make IIT Bombay a centre of excellence in space technology

• CubeSat | Guidance and Navigation(GNC) Subsystem

(May '22 - Present)

(0001)

A Nanosatellite mission to be proposed to ISRO for launching into Low-Earth Orbit (LEO)

- · working on the **Multiplicative Extended Kalman Filter**, which will be the estimator used on Cubesat and on the **QuEst** algorithm, used to find the initial attitude estimate
- · currently working on the Estimator block in CLS to optimize the attitude of the satellite
- · wrote and tested the code for Extended Kalman Filter for attitude estimation of a quadrotor
- Kalman Filter | Learning Task

(Apr '22 - May '22)

- · conducted extensive literature survey on Random vectors and processes, estimation techniques like **least** square estimation, Best Linear Unbiased Estimator and Minimum Variance Unbiased Estimator
- · studied about the **Kalman Filter Algorithm** and its derivation, and implemented the algorithm for estimating the position and velocity of an object undergoing oscillatory motion
- Attitude Parametrization | Mini Project

(Mar '22)

- · studied about different types of methods to represent attitude of a satellite, like **Euler Angles**, **Rotation vector**, **Rotation matrix**, and **Quaternion** and their drawbacks, like **Gimbal Lock**
- · studied about the **Euler Rotation Theorem**, Motion in Rotating frames and **Transport theorem**, and numerical methods of Integration like **Runge-Kutta** (RK) methods
- · wrote and tested the code for interconversion between different parametrizations of attitude

Data Science Project

• Real Estate Rent Prediction Model | DS Minor Project

(Ongoing)

Guide: Prof Amit Sethi

- · Scraped and collected data about factors affecting rent from various resources available on web
- · Planning to analyze different types of data using python libraries like NumPy, Pandas, SciPy
- · Aiming to perform EDA on factors like location, size, interior and predicting models using MLE
- · Intend to train the prediction model using Long Short Term Memory (LSTM) neural network

VHDL Projects | Digital Systems Lab

Guide: Prof Maryam Shojaei

• Sequence Detector

(Autumn' 22)

- · Designed a Sequence Detector Mealy Finite State Machine which detected a alphabetical sub sequence inside a given sequence using Behavioural Description
- Arithmetic and Logic Unit

(Autumn' 22)

- · Implemented a basic Arithmetic and Logic unit, using Behavioural Description
- · Verified the outputs of the implemented code using Scanchain Mechanism on Xenon Board
- Sequence Generator

(Autumn' 22)

· Designed a sequence generator **Finite State Machine** using sequential circuit elements like **Data Flip Flops** in **Structural Modelling mechanism** and verified output on Xenon Board

• Multiplier (Autumn' 22)

- · Designed a Multiplier using Behavioural description and verified outputs using Scanchain mechanism
- · Ran RTL and Gate-Level Simulations using ModelSim Altera with the help of a generic testbench

Bubble Trouble | Course Project

(Autumn' 21)

CS101 course project | Prof Parag Chaudhuri

- Enhanced a GUI based bubble shooting game using Simplecpp graphics with 300+ lines of C++ code
- Added features such as splitting a bubble into multiple bubbles with randomized movements to enhance the game using **Object Oriented Programming**, function overloading, vectors and classes
- Implemented a Health counter of the shooter and a time counter using classes and strings
- Added levels and increased difficulty of each level in the game using Object Oriented Programming

TECHNICAL SKILLS

Languages Python, C++, VHDL, HTML, CSS
Python Libraries Numpy, Scipy, Matplotlib, Pandas
Softwares AutoCad, Quartus, Git, LATEX

KEY COURSES UNDERTAKEN ____

Electrical Engineering Probability & Random Processes*, Introduction to Electrical Engineering,

Analog Circuits*, Digital Circuits*, Signal Processing*, Power Engineering I

Programming Computer Programming and Utilization, Programming in Data Science*

Maths and Physics Partial Differential Equations*, Ordinary Differential Equations,

Calculus, Complex Analysis, Quantum Physics and Application,

Linear Algebra, Introduction to Electricity and Magnetism

Others Physical chemistry, Engineering Drawing and Graphics, Biology

Organic and Inorganic Chemistry

* to be completed by Autumn 2022

Extracurriculars _____

- Built a Ultrasonic Radar Detection System using Arduino micro controller in 10 std
- Actively engaged in Competitive Programming and currently a 2 star coder on Codechef
- Awarded the Student of the year Award for Best Overall performance in 10th std (2019)
- Secured Rank 5 in Chess Tournament Freshie Rapid Open, organised by IIT Bombay (June '22)
- Underwent excessive training in **Chess** under by **National Sports Organisation** (2021)
- Participated in All India Open University Chess Tournament under Avahan IIT Bombay
- Participated in **All India Chess League** 3.0 and 4.0 in which IIT Bombay bagged **1st** position in both the years in which all major Indian Universities participated