

Research Internship

Stark Industries, New York, U.S.A.

(Remote Internship, summer 2021)

- Studied highly advanced **computerized AI** along with Robotics to control and implement a fully armed power armor suit, entirely made of Vibranium, named as **IRONMAN #Mark69**
- Worked with the owner of Stark Industries, the Genius, Billionaire, Playboy, Philanthropist : ‘Tony Stark’ and his highly qualified team of Engineers/Scientists to make another version of an advanced AI system similar to **J.A.R.V.I.S.** , called ‘**O.L.Y.M.P.U.S.**’
- Used sophisticated algorithms and complex Neural Networks for inbuilding **Neurological Control Interface** of Mark69, just behind the arc reactor, to support and operate the armor at full capacity
- Contributed to the ongoing research at the Stark Industries about **Nano Tech** and its applications in the modern world

Teaching Responsibilities

TA, Student Support Services

(2021-22)

- Conducted Tutorial Support Centre **Help Sessions** for **MA 108: Differential Equations** in Spring 2021
- Conducted help sessions for **CS 101: Computer Programming and Utilization** in Autumn 2021 along with solving doubts and past papers.

TA, CS 152: Abstractions and Paradigms for Programming

Prof. Rushikesh K Joshi, Spring 2021

- Assisted the professor in designing **course contents and outline** to adapt the hybrid mode
- Working on designing conceptual questions on **Abstractions** and preparing most of the guidelines of the course myself, as prof RKJ relied mostly on me
- Suggested professor to not to conduct written paper test for lab Exam of the course (as it was used to be before)
- Though CSE students hated this course due to RKJ, the only good thing in this course that made it interesting to them was presence of mine!

Technical Skills

Have a good amount of grasp and experience in the following :

Programming C++, Python, MATLAB, Java, Prolog, Haskell

Web Development and Databases HTML, CSS, JavaScript, Reactjs, Angular

Office Tools \LaTeX , git, AutoCAD, SolidWorks

Course Projects

Interactive Game

Prof. Parag Chaudhuri, CS 101- Computer Programming and Utilization, Autumn 2021

- Made an interactive game, **BUBBLE TROUBLE** as the project for CS 101 course and successfully passed the project
- The Game was implemented completely in **C++** using **Simplecpp** library (developed by IIT-B professors)
- The project was followed by an interview and a demo video of the game working properly

Position of Responsibility (PoR)

Convener at Web and Coding Club (WnCC)

(2021-22)

- Worked as Convener for the institute's Web and Coding Club.
- Served as the face of coding community of institute by organizing various events, competitions, workshops etc among students of institute and promoting Coding culture of the institute to each and every student
- Involved in ideation and organization of a new event **CodeWars V2** based on Algorithmic trading. The event became a huge success with a participation from over 300 students of IIT Bombay in an evening filled of Coding enthusiasts

Junior Editor at BitStream Team, CSEA

(2021-22)

- Served team BitStream, the magazine body of Computer Science & Engineering Department as Junior Editor
- Worked upon the **Marvel Superheroes enter CSE IIT-B** article, which was a comedic article based on Marvel Cinematic Universe's Superheroes as part of the CSE Department
- The article was published as the part of 2022 Spring edition of BitStream

General Secretary Technical Affairs (GSTA)

(2022-23)

- Served the Institute Technical Council (ITC) as the General Secretary, after being elected via intense & rigorous election process involving huge campaigning, Ground works and Soap Box
- Represented as the leader of IIT Bombay Technical team in the **Inter IIT** technical competitions under **PAN ITC** event
- Organized various technical events, workshops, competitions among the students of the institute with leading and guiding different technical clubs under ITC
- Funded and guided various tech teams of IIT Bombay with ample resources and skilled techies to represent the institute at international level competitions

Scholastic Achievements

- Secured **All India Rank 273** in **JEE-Mains** out of over 1 million candidates (2021)
- Secured **All India Rank 104** in **IIT-JEE Advanced** out of 200,000 candidates (2021)
- Secured **All India Rank 123** in **KVPY** exam out of 150,000 candidates (2021)
- Secured with **AP grade** for excellent performance in almost every first year course whichever offered AP grade (Academic year 2021-22)
- Awarded with **Department Rank 1** for achieving highly excellent Academic Performance under the CSE Department

Self Learning Projects

Stock Market Analysis

Summer of Science, 2022

- Learnt about the exciting world of Stock Market under Summer of Science Project conducted by **Maths and Physics Club** during the summers of 2022
- Project was self-learning with a mentor to guide the mentees, and included making a mid-term report, end-term report and a self explaining video at the end

Years of Security

Cybersecurity Club (CSeC)

- Explored the adventurous domain of CyberSecurity under the year long Years of Security project by **CSeC Club**
- The project was self learning and included mentor-mentee interactions for guiding mentees and solving doubts
- The project included learning about various fields of Cybersecurity starting from basics including Bash Scripting, Python, C, assembly, Cryptography etc
- Solved various exciting challenges based on CyberSecurity at the end of every module