ANURAG KAR



Contact

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Languages

English-Professional working proficiency

Hindi-Professional working proficiency

Odia-Native proficiency

Bengali-Native proficiency

Summary

Currently, I'm a student pursuing my B. tech in Smart Manufacturing. I like to work for Tech - World both as Tech-designer and Tech-developer. As a part of it, I have developed and collaborated on numerous projects online.

Highlights

- Project management
- Strong decision maker
- Complex problem solver
- Enthusiastic

- Creative design
- Innovative
- Work-focused
- Steady Learner

Projects

ROBOCON - 01/2020 - present

IIITDM, Chennai, TN

Robocon 2020 – Designed two Land Rover(bots), developed a
Fusion CAD model for one of the bots Involved in passing and
kicking, created some new designs for bots to get tasks done in
required time.

Static Graph Plotter - 07/2020

 Created a custom graph plotter using OpenGL/C++ to plot any form of graph within a definite range in a 512x512 bound.

Custom Hit- 06/2020

 Developed a method to create hit trace using vector graphics in C++ (unreal Engine) for FPS characters

anuragkar.github.io – 05/2020 Website Development

 Anurag Kar – Created a modern UI personal blogging and portfolio website using HTML5, CSS/SCSS, JavaScript.
 Optimized the website using analytics for better performance both in desktop and mobile view, and cached properly for faster performance.

The Dark Shadow – 05/2020 Game Development

- The Dark Shadow Used Unreal Engine 4 to develop and 3d-adventure game. Used Maya and blender for model development. Used Gimp for make and create textures and background. Edited sound using Audacity and Video using Shortcut. Used UE4 for animations, environment development, material making, cinematics, sounds, gameplay using C++ and blueprints.
- Developed a custom code in C++ to test the graphics memory used and lighting build status.

Technical Skills

Coding:

- >C/ C++
- >Vector and gameplay C++
- > Python
- >ML, DNN, CNN, RNN(Python)
- >Image-Processing (OpenCV)
- >Graphics (OpenGL)
- >Competitive Programming
- >CUDA 11.0
- >HTML5
- >CSS/SCSS
- >JavaScript
- >Networking and Security
- >DBMS/SQL
- >MATLAB/Octave
- >Microcontrollers
- >IOT

Design:

- >AutoCAD
- >Autodesk Fusion 360
- >Autodesk Tinker CAD
- >Autodesk Maya
- >Autodesk Sketchbook Pro
- >Blender
- >Unreal Engine 4
- >GIMP
- >Simscale

Hobbies/Skills

- >Painting, Drawing
- >Football
- >Travelling
- >Video, Photo Editing
- >Astrophysics, blogging

 Developed alternative blueprint system for one-one communication in game-levels.

LFR – 08/2019

IIITDM, Chennai, TN

 Technical Fest, 2019 – Assisted in the Design of LFR (Line Follower) without microcontrollers, purely based on ICs and logic gates. Developed a method to implement PWM, used Kmap to come-up with optimized solution.

Humanoid - 07/2019

IITM, Chennai, TN

 Humanoid Training, 2019 – Collaborated in making a complete simple humanoid bot using Arduino (can move back and forth and random dance)

Quadcopter - 02/2018

 Developed a self-designed drone and controlled using Arduino having preset of instruction already (Without Using PID)

Prototype – 08/2016

ISC, Bhubaneswar, OD

 Indian Science Congress – Designed a method for reducing CO2, level in the environment using solidification.

Education

- Bachelor of Technology: Smart Manufacturing 2019-23 Indian Institute of Information Technology D & M, Kancheepuram, Chennai, TN Currently studying.
- Senior Secondary School: Science Stream 2016-18
 D.A.V Public School, Bhubaneswar, OD
 Percentage 92%
- Secondary School: 2016-18
 Prabhujee English Medium School, Bhubaneswar, OD C.G.P.A 10

Certifications

Courses: (2019 – present)

Astrophysics, Neural Networks and Deep Learning, Hyperparameter Tuning and Regularization, Structuring ML, CNN Sequence Modelling, TensorFlow, CNN in TensorFlow, NPL, Sequences and Time series, Text Mining, Social Network Analysis, Data Science, Astrophysics, Pytorch, Watson AI, OpenCV, ...

Competitions: (2019 - present)

- ➤ Robocon 2020- Team secured 98/100 selected to IITD.
- Team Selected in ISC demonstration. (2016)