

Ayaskant Panigrahi

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github.com/DevPika

Education

| Year | Qualification | Institute | CPI/% |
|----------------|--|---|--------------------------------|
| 2016 - Present | B. Tech. in Computer Science and Engineering | PDPM Indian Institute of Information Technology, Design and Manufacturing, Jabalpur | 8.2 CPI (4 th sem.) |
| 2016 | Class XII Telangana Board | Vidyadham Junior College (FIITJEE), Hyderabad | 96.8% |
| 2014 | Class X CBSE | Vikas – The Concept School, Hyderabad | 10 CGPA |

Major Projects

- Recylotron 5000 – Bin for gamifying waste collection** **Skills:** Python | Raspberry Pi | Arduino
Sept – Nov 2018
Built an innovative bin which provides incentives in the form of store credits, e-wallet balance etc. for (authenticated) users to deposit recyclable waste, using sensors like weight sensor & Raspberry Pi
- JIGREE brand – Improving Jabalpur tourism sector** **Skills:** Android | UI UX | Arduino
Sept 2018, ongoing
Intervenes at all steps in tourists' journey by providing a central Android app during their stay in Jabalpur
- Virtual Assistant for Blind** **Skills:** Python | IBM Watson | Raspberry Pi
Sept 2017 – Apr 2018
Assists visually challenged people navigate, through image processing, camera mounted glasses & earpiece
- Implementation of research paper on data compression** **Skills:** C | Compression libs zlib, LZ4
Sept 2017 – Apr 2018
Implemented a research paper titled "[A Fast Implementation of Deflate](#)" using C compression libraries
- Typing Tutor using JavaFX** **Skills:** Java | JavaFX | MVC Framework
Sept – Nov 2017
Designed a GUI JavaFX application to help in learning typing. Modular code for graded lessons. Metrics like WPM, Accuracy calculated and displayed. Crafted intuitive GUI, completely navigable via keyboard

Skills

- Languages & Tools:** Python, Java, C, JavaFX, Flask, IBM Watson API, Adobe Illustrator
- Platforms:** Desktop, Android, Raspberry Pi, Arduino

Achievements

- Runner up team in Hackathon by Vassar Labs** **2017**
out of 10 teams (open to all years), for making innovative Android app (Tourism) platform to share, discover and comment on lesser-known locations worth visiting
- Winning team in Carpe Noctem 72 hour game jam** **2017**
among 6 teams. Created a game based on the theme "Steampunk" using C++ library SFML
- Top 10 team in HackerEarth Coding Competition** **2016**
among teams from all over India, winning team in college
- Selected for the prestigious Kishore Vaigyanik Protsahan Yojana (KVPY) Fellowship** **2015**
- Selected for Scholarship under National Talent Search (NTS) Scheme** **2012**

Extra-curricular Activities

- Spell bee champion, active organising member in working committee of Samvaad, the college literary club
- Active member of Game Development group, part of team which conducted workshop on Unity
- [Enthusiastic about design](#), regularly contribute to design teams and branding teams for my college fests