Ayaskant Panigrahi

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Education

Year	Qualification	Institute	CPI/%
2016 - Present	B. Tech. in Computer Science and Engineering	PDPM Indian Institute of Information Technology, Design and Manufacturing, Jabalpur	8.3 CPI (6th 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 and Experience

- **Six-month research internship** under **Dr. Keyur Sorathia**'s   **Skills:** Unity3D | Leap Motion | Oculus VR
  guidance at EILab, IIT Guwahati, related to VR selection (*May 2019, ongoing*)
- **Redactio.ml – Automatic personal info redaction**   **Skills:** Python | IBM Watson | Flask
  Mar 2019
  Created a webapp to anonymize data by detecting personal info in user data, with option to redact them
- **AI autonomous game agent for Snake game**   **Skills:** Keras | Deep Q-Learning
  Mar – Apr 2019
  Developed and trained a Deep Q-Learning model in Keras as an autonomous game agent for the snake game
- **Implementation of Image Processing paper**   **Skills:** OpenCV | Python
  Feb – Apr 2019
  Implemented a research paper on Parameter free Image Segmentation using OpenCV and numpy in Python
- **Recylotron 5000 – Bin for gamifying waste collection**   **Skills:** Python | Raspberry Pi | Arduino
  Sept – Nov 2018
  Built an innovative bin which provides gamified incentives for users to deposit recyclable waste
- **JIGREE brand – Improving Jabalpur tourism sector**   **Skills:** Service Design | Arduino
  Sept – Nov 2018
  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

Skills

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

Achievements

- **Institute topper** in **NCAT 2019** First round with a nationwide percentile of 99.2   **2019**
- **Runner up team in Hackathon by Vassar Labs**   **2017**
  out of 10 teams for making innovative Android app Tourism platform for discovery of off beat places
- **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
- **Selected for the prestigious Kishore Vaigyanik Protsahan Yojana (KVPY) Fellowship**   **2015**
- **Selected for Scholarship under National Talent Search (NTS) Scheme**   **2012**

Extra-curricular Activities and Leadership Roles

- Part of 4-member **Project Steering group** leading development of **Institute ERP software** (Fusion)
- Spell bee champion, active organising member in **working committee of Samvaad**, the college literary club
- Active member of **Institute 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