# Sparsh



incybot.github.io

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# Education

### Radiant International School, Patna, India (2018 – 2022)

- 94% in AISSE (Physics, Chemistry, Mathematics, English, Sanskrit and Computer Science) March 2020
- Commended by multiple professors for exemplary innovations and development skills.
- Maintained A+ average in all English, Computer Science, and Mathematics Classes.
- 1st place in National Science Olympiad 2013, 14, 15, 16, 18
- 1st and 2nd place in International Social Science Olympiad 2019, 17
- 1st place in National Cyber Olympiad 2014, 15, 16, 19
- 1st place in International English & Maths Olympiad 2016, 21 | 2016, 21

# Skills

# Programming

C# • C++ • CSS • HTML • Python

Proficient

JavaScript • GML • Processing.org

Experienced

SQL • Java

Familiar

### Libraries

Nltk • Re • Open-Cv • Matplotlib • Numpy • Base Camera • Imutils • Threading • Requests • Bs4 • Beautifulsoup

# **Tools & Platforms**

Fusion 360 • Moi 3D • Adobe Cloud • Office Suite •

### Hard Skills

3D Modelling • Web Designing • Game Development • Programming • Logo Designing • IoT Boards and Sensors

### Soft Skills

Problem Solving • Leadership • Time Management

Red-Flags • Clest • Portfolio • Edge of Space • Thermal Floater

# Interests

Sketching • Painting • 3D Modeling · Innovating

Passionate second-year student at NUS majoring in Computer Engineering enriched by the Innovation Design Programme and NUS College. Founded the company Incy Tech that aims to reduce carbon footprint using efficient and innovative solutions. Fabricated numerous original innovations and guided students as the Student Mentor Head of the Atal Tinkering Labs, utilizing every avenue to carve out solutions for tomorrow

# Experience

# Keychron India: Web Designer

December 2021

- Designed user interface by delivering an attractive, user-friendly and unique website
- Shortlisted as the winner of UI-UX Contest and received a mechanical keyboard as the prize

# Projects & Achievements

#### S.C.A.R.R: Sewage Clog Assertion & Remover Robot *June 2018*

- Fabricated a wirelessly controlled mechanism to move into the sewers and collect & unclog the drains
- Used an Arduino Wi-Fi and created a simple mobile interface to interact with S.C.A.R.R.
- Won the first prize amidst 133K+ students. Awarded by Hon'ble Minister of IT and Electronics, Mr Ravi Shankar Prasad, and the head of Intel India, Ms Nivruti Rai.

#### December 2019 Hacker Detector

- Created a device to alert users against hacking attempts over Wi-Fi using ESP8266 & MAX32620
- Successfully prevented ARP and DNS spoofing attempts, detected false websites & alerted user

### Creation Vs. Creator

April 2020

May 2021

- Created a mobile platformer game consisting of 18 levels and a background storyline in Unity
- Reduced lag and game size using Android Studio and added save points at various levels

#### Sunken Torch January 2021

- Created a torch that lights up by only harnessing the heat generated from the human body
- Developed custom circuitry using Autodesk Eagle to boost the voltage for lighting up the LED
- Selected by the Indian Institute of Science and Research, Tirupati's selection committee, won the first prize, & received funding.

### Clest

Developed a website to eradicate career-related anxieties and confusions w.r.t to user's interests & talents

#### Thermal Floater October 2023

- Developed a complex mechanism to generate electricity from the thermal energy of the Sun
- Implemented a modular design and simulated the design in Fusion 360 to test its capabilities
- Improved the designs to enhance the efficiency of the model to produce around 10 kWh per day
- Authored a research paper and proposed a business model to make it financially viable
- Conducted market surveys and interviews of 30+ people and incorporated their suggestions
- Won the **First prize** amongst 10K+ submissions, in the Children's Climate prize
- Received the James Dyson Award 's Runner up position in Singapore
- Secured the top 10 position in Samsung Solve For Tomorrow and got mentoring and support.
- Achieved the People's Choice Prize in a global event hosted in Berlin by Stiftung Entrepreneurship

### AI for S.C.A.R.R.

- Developed an AI using Open-CV and Imutils to automate S.C.A.R.R to unclog and retrieve garbage
- Successfully implemented RPi & Python to interface with the servos and improved connectivity

### Mathematical Decipherer

August 2021

August 2021

- Developed an AI to solve mathematical word problems based on area bounded regions
- Created the AI in python using nltk corpus and re to tokenize & understand the user input and solve it
- Added autocorrect and speech recognition to the user's input to make it easier to deploy

October 2021

- Developed a shooting game with variable time limits and a retro theme in Game Maker Studio.
- Converted the game to JavaScript and created a website to host the game online

## Agro II

November 2021

- Ideated a free-space laser communication system with maintained dynamic alignment
- Established robust voice communication using RPi in an off-grid system with reliable data-rates
- Selected in ATL Space Challenge's Top 25 amongst 6.5K+ students & received prizes by ISRO & CBSE

# Positions of Responsibility

### **Exhibition: ATL Community Day**

April 2019

Organized the Atal Tinkering Lab Exhibition, showcasing numerous IoT tech exhibits made collaboratively by student teams from 15+ invited schools and 60+ participating students.

### Incy Tech: Founder

December 2021

- Founded and ran a company that aims to reduce carbon footprint using innovative solutions. Funded by the Government of India and investors to bring the aforementioned products to the market.
- Motivated towards developing improved & efficient products to make an impact in the society
- Recognized as the youngest entrepreneur and shortlisted in the top 10 amongst entrepreneurs from all over the world to represent the venture Incy Tech.

# Atal Tinkering Labs Design Thinking Workshop

July 2023

Organized a 10 day workshop for the young minds at NGOs and Rainbow Homes Orphanage and dived into an interactive realm of 3D modelling, the Internet of Things, and prototyping techniques.