

Ayush Daga

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Personal Profile

I am a passionate and driven Computer Science undergraduate at IIIT Hyderabad, with strong interests in data science, machine learning, and embedded systems. I enjoy applying core concepts to real-world challenges and thrive in environments that require curiosity, problem-solving, and teamwork. I am also a national-level table tennis player, balancing academics with athletic discipline.

Education

B.Tech in Computer Science and Engineering

International Institute of Information Technology, Hyderabad (IIIT-H)

Expected Graduation: 2028

- Gained foundational knowledge in Programming, Data Structures, Algorithms, and Discrete Mathematics.
- Developed a keen interest in AI/ML, embedded systems, and systems programming.

Senior Secondary (Class 11–12)

FIITJEE, Hyderabad

- Rigorously trained for JEE Mains and Advanced.
- Developed strong conceptual clarity and time management skills through intensive problem-solving.

Secondary Schooling (Up to Class 10)

CHIREC International School, Hyderabad

- Balanced academics with professional-level table tennis.
- Represented at the national level; honed discipline and competitive spirit.

Skills

Programming Languages: C, C++, Python

CS Foundations: Data Structures & Algorithms, Discrete Mathematics, Computer

Architecture

IoT & Embedded Systems:

- Hands-on with ESP32, LoRa, and microcontrollers
- Built a Smart Irrigation System using LoRa communication

Web & Scripting:

- Completed coursework in HTML, CSS, JavaScript, Shell Scripting, MySQL, MongoDB, Python
- Experience in building responsive interfaces and backend logic

Tools & Tech: Git, Arduino IDE, MongoDB, MySQL

Projects

- Smart Irrigation System with LoRa: Built using ESP32 and LoRa modules; facilitates remote control of solenoid valves based on moisture sensors.
- Mini Web Projects: Created interactive, responsive websites with embedded logic.
- Shell & SQL Automation Tasks: Built simple utilities using scripting for backend automation.

Interests

Data Science, Machine Learning, AI

Embedded Systems & IoT

Competitive Programming

Table Tennis (National-Level)