

KRUSHNANANDA RATH

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OBJECTIVE

3rd Year student pursuing Computer Science Engineering at Indian Institute of Information Technology, Kota,
Enthusiast Learner, Adjustable and Adventurous .

EDUCATION

Bachelors of Computer Science and Engineering, Indian Institute of Information Technology, Kota .

Expected 2024

Relevant Coursework: Data Structure and Algorithms, Compiler Design, Operating Systems, Database Management System.

Senior Secondary Education , D A V Public School, Berhampur 2018 - 2020

SKILLS

Technical Skills C/C++, Java, HTML, CSS, Android Develop (Basics).

Soft Skills Public Speaking, Event Management, Singing

PROJECTS

AUTOMATED GAMING USING MACHINE LEARNING. Developed a machine learning algorithm that enables automated gameplay by performing in-game tasks. The algorithm was designed to learn from gameplay data and make intelligent decisions based on the game's objectives and constraints .

ROBOTIC HAND MOVEMENT USING EMG SIGNALS. Developed a system that utilizes both EMG signals and vision as inputs to give commands to a robotic hand using neural network.

READING COMPLEX TEXTS USING MACHINE LEARNING. Developed a natural language processing algorithm to read complex texts and analyze them using machine learning

EXTRA-CURRICULAR ACTIVITIES

- Coached as a part time tutor for class 10th CBSE examination to around 20 students .
- Lead singer at SADHGI, the official music band of IIIT Kota.

LEADERSHIP

- Institute Basketball Captain of IIIT,Kota .
- Club Coordinator (HEAD) of Incognito Club , Cultural Club IIIT,Kota.
- House Captain at ST. Vincent's Convent School, Berhampur.