Rounak Das

Education ____

Mahindra University(Mahindra École Centrale), Hyderabad, India

2020-Present

- Bachelor of Technology in Computer Science, CGPA: 8.6/10 (at present)

St. Augustine's Day School, Shyamnagar, India

2018-2020

- Indian School Certificate (XII-2020), 97.5%
- Indian Certificate for Secondary Education (X-2018), 95.4%

Skills ____

Languages: C/C++, Python, Java, Javascript

Platforms and Tools: MERN, tailwindCSS, Git, Linux, MySQL

Selected Projects _

Robocon 2022:

- Theme: Lagori - Developed two physical robots, one which shoots balls and another which piles up lagoris (big discs). Programmed and designed all electronics, custom PCBs, drivers, etc using Raspberry Pi and Arduino with serial communication between them.

Laser Weeding:

- A high-powered laser based targetting system to kill weeds from a moving robot. Involves controlling of Pan and Tilt mechanisms of Gimbals and servo motors. Developed in ROS2.

Hawkeye:

- The Moderation bot of discord for Enigma - The computer Science Club Of Mahindra University. Developed using two frameworks

Automated Github Bot:

- Designed a Bot for identifying commits made using Github Webapp and also auto-rejecting the same. The bot is capable of closing pull request and giving reasons for the same, as well as notify members of the organisation about any recent push or pull request by means of Webhooks

Penholics:

- A ReactJS website for a facebook page meant to provide a platform for budding writers to showcase their talents. Hosted with custom server and nginx with manual SSL certificate auth and domain.

Cyclic Links Search:

- Created a web crawler which crawls websites and updates list of webpages the particular webpage links to. The collected data was collected to analyze the minimum and maximum number of clicks required to go to a particular webpage from a given webpage. It determines the efficient and simplistic design of a website.

Auto-Map Generation for Games:

- Modified and used *Conway's Game of Life* algorithm to generate random terrains for game developers. The same framework can be utilized for random generation of pictures, simulating environments, etc.

Battleship:

- Developed a framework emulating a battlefield for the famous battleship game. Two virtual robots (programs) can compete against each other in such an environment with few set of rules. The robots manage placements of their ships, develop offensive strategies against each other to win the match.

Stadsalexa:

- A prototype of Amazon Alexa and Jarvis for computer automation through voice commands made using java and netbeans.

HikariWatcher:

- Hot-reloading module for discord bot developers who uses hikari. The module can be installed using pip.

Communication.

English: Professional Working Proficiency

Bengali: Native

Hindi: Bilingual Proficiency

French: A1 Level

Awards and Achievements —

Ideathon:

- Winner of Ideathon-2020 themed AI for Art, sponsored by *Microsoft*. Received reward of 1.25 Lakhs INR, *presented by Dr. Rohini Srivastava (National Technology Officer) - Microsoft India*

Savishkar:

- Winner of Coding Competition in Savishkar Fest organised by Douglas Memorial Higher Secondary School

Scholarships:

- Awarded Scholarship from CISCE for being among the top 1% in ISC Examination 2020
- Awarded Scholarship from School for being the top performer in ISC and ICSE examinations.
- Awarded Scholarship in 2nd and 3rd Year of College worth of INR 1 Lakh.

Contributions.

Representative of Media and Technical Affairs:

- The Student Council - Mahindra École Centrale [2022 - Present]

Projects Head:

- Enigma, The Computer Science Club of Mahindra University [2021 - 2022]

Media POC:

- Media Club POC (point of contact) - Mahindra University [2021 - 2022]

Student Representative:

- Student Representative - St. Augustine's Day School [2018 - 2020]