





Sagnik Gupta





Student, IIIT Hyderabad

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SKILLS

-  Programming Languages
 -  C++, C, Java, Python
-  Web Technologies
 -  HTML, CSS, Javascript



ACHIEVEMENTS —

-  **Project** : Certificate for best final year project-2019 entitled "A Multi-Level Polygonal Approximation Based Shape Encoding Framework for Automated Shape Retrieval"
-  **Codechef** : Codechef rating of 1693 with 3 stars.
-  **Gate, 2019** : Secured 98.54 percentile in Gate CSE, 2019.
-  **ICSE, 2013** : Secured top 1 percentile score all over India.

CERTIFICATIONS —

-  NPTEL certification : "Introduction to Modern Application Development", IIT Madras.
-  NPTEL certification course : "Programming, Data Structures and Algorithms using Python", IIT Madras.
-  NPTEL certification course : "Design and Analysis of Algorithms", IIT Madras.

POSITIONS OF RESPONSIBILITY —

-  Student Placement Coordinator, IIIT Hyderabad
-  Member of the Computer Society of India, Kolkata Chapter

Work Experience

- May, 2020 - July, 2020 **Research Intern, Samsung R&D Institute Bangalore**
Project: Video Instance Segmentation
Built a deep-learning model based on MaskTrack RCNN, to detect, segment and track object instances in a video sequence.
Technology Used: PyTorch, Cuda, Docker
- June, 2018 - July, 2018 **Trainee, Computer Society of India, Kolkata**
Project: Employee Database Maintenance
Built a computerized employee maintenance and management system with a user friendly GUI for navigation purposes.
Technology Used: Python, Pandas, PythonGUI/TkInterface

Education

- 2019 - present **M.Tech - Computer Science and Engineering**
IIIT Hyderabad CGPA: 9.21
- 2015 - 2019 **B.Tech - Computer Science and Engineering**
Institute of Engineering and Management, Kolkata CGPA: 9.06
- April, 2015 **ISC - Standard XII**
Modern English Academy, Barrackpore Percentage: 95.50%
- April, 2013 **ICSE - Standard X**
Modern English Academy, Barrackpore Percentage: 96.00%

Projects

- August, 2020 **Wikipedia Search Engine**
Technology used : Python3
Designed a complete search engine, on top of 42 GB Wikipedia corpus, with subsecond latency for searches.
It provides additional support for field queries, with normal queries.
- May, 2020 **CraftML**
Technology used : Python3, Cuda
Implemented extreme multi label learning (XML) using a random forest based algorithm.
The parallelized implementation uses a K-Means clustering based partitioning approach to improve performance.
- December, 2019 **Single Image Haze Removal**
Technology used : Python3
Implemented haze removal using only the single source image.
It uses the Dark Channel prior as a basis for estimating the thickness of the haze and removes it using the thickness map.
- October, 2019 **Peer-to-Peer Group File Sharing System**
Technology used : C++
Developed a group based file sharing system, where users can download and upload files at the same time in a peer to peer network.
It provides support of multithreading and additional fault tolerance features by maintaining two trackers instead of one.
- November, 2019 **Inode based File System**
Technology used : C++
Implemented a inode based file system on top of a virtual disk, designing our own methods for the basic file system operations.
The GUI feature eases navigation through the file system and view the present contents in it.

Course Projects

- March, 2020 Hate Speech Text Classification Python3
- April, 2020 Tom and Jerry Emotion Detection Python3