



KHATRI SARVAGNA PRAJESHKUMAR

B.Tech, Mathematics and Computing

EDUCATION

Dhirubhai Ambani Institute of Information and
Communication Technology (DA-IICT)

CPI: 7.20

📅 November 2021 – Present 📍 Gandhinagar, Gujarat

Indian Public School (GHSEB)

Percentage: 92.92 %

📅 2019 – 2021 📍 Surendranagar, Gujarat

Sanskriti School of Thoughts (GSEB)

Percentage: 91.33%

📅 2018 – 2019 📍 Surendranagar, Gujarat

SKILLS

Area(s) of Interest : DSA, Competitive Program-
ming.

Programming Languages : C, C++, HTML, CSS,
JavaScript, Python.

Technical Electives : Data Structures and Algo-
rithms, Object Oriented Programming, Database
Management System, Operating System.

ACHIEVEMENTS

- Specialist on Codeforces (Max 1453).
- Codechef 3 Star (Max 1611).
- 700+ coding problems solved over leetcode,
gfg, codeforces, codechef combined.
- Awarded for Best Drama act in Rangmanch at
DA-IICT.

INTERESTS

- Competitive Coding
- Exploring new food places
- Watching Web Series
- Cricket

PROJECTS

Mini Linux Shell

OS Project

📅 October 2022 - November 2022

- Implemented Mini Linux Shell and simple
File System in C.
- We can execute md/rd/lis/cd/stats/etc
commands on directories and cre-
ate/remove/display/etc commands on files
using Mini Linux Shell.

• **Guide:** Prof. Sanjay Srivastava

Page Rank in Parallel Processing

Big Data Project

📅 November 2023 - December 2023

- Used python frameworks such as Map-
reduce and Spark to facilitate scalable com-
putations suitable for large-scale networks.
- Delved into the formal connection between
Markov chains and the PageRank algorithm
and provided a comprehensive implementa-
tion of the algorithm, offering insights into the
dynamic evolution of PageRank scores.

• **Guide:** Prof. P.M. Jat

Fl-Ai-ppy Bird

Reinforcement Learning Project

📅 May 2024 - June 2024

- Studied basic concepts on Reinforcement
Learning and developed an AI bot which
learned to play the game Flappy Bird on its
own.
- Created a bot which was self-trained using
concepts of Q-Learning. The project is made
using FlapPY Bird as a base and extended
upon using RL concepts of rewards and pun-
ishments.

• **Guide:** Prof. Abhishek Jindal