

SWARNARUP BHUNIA

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EDUCATION

B. Tech. Computer Science | Indian Institute of Technology, Mandi

📅 November 2021 – Present

- Relevant Courses - Operating System (Communication and Distributed Processes), Large Applications Practicum, Programming Paradigms, Data Structures and Algorithms, Computer Organisation, Linear Algebra, Stastical Learning (Regression and Machine Learning), Computer Vision, Information And Database Systems, Mathematical Foundation of Computer Science, Finite Languages and Automata Theory, Data Science- 1,2,3 (Python,Probability, Statistics & machine Learning)
- CGPA: 8.50

Senior Secondary (CBSE) 2021 percentage: 90.2/100

Secondary (WBBSE) 2019 Percentage: 94.8/100

PROJECTS

Counselling Booking System [[Github link](#)] (HTML, CSS, JavaScript, MongoDB)

- We had developed a counselling Booking System for our Applied Database Practicum project.
- It's a simple database System Project , to track booking of counselling sessions. Mainly MongoDB is used,

DDoS Attack Detection [[Github link](#)] (Python, Scikit-Learn)

- Using a generic Dataset from Kaggle, we tried to understand patterns of DDoS attacks.
- Using different Machine Learning models testing out different possible methods to accurately detect and stop a DDoS attack.
- Used Different Tools but most accurate results from KNN and SVM.

Automated-Attendance System [[Github link](#)] (Python, OpenCV, FaceRecognition, RaspberryPi)

- Using pre-trained ML model (face-recognition) we tried to build an automation for attendance in educational instituted.
- Main goal of the project is to eliminate time taking attendance procedures in schools and colleges.
- Image processing, encoding and matching happens to accurately match faces with students.
- Used RaspberryPi to implement automation in machine level.

Repurcussion - a Save Green Planet themed game [[Itch.io link](#)] (Unity3D, Blender)

- INAE GameJam Hackathon (event of Youth Conclave 5.0, IIT Jodhpur) project in which a game was developed as per the themes given.
- Portraying the need of Awareness in **Climate-Change**. In this game, a balance between the environment and modernization is required to avoid the planet dying.

Souls and Beyond [[Itch.io link](#)] (C#, Unity3D, Blender)

- IGDC (event under Inter IIT Tech Meet 11.0) project: a puzzle game was developed, based on the given themes of Puzzle,Control the Time and Symmetry.

TECHNICAL SKILLS

- Languages: C, C++, C#, Python, Scheme, HTML-CSS
- DBMS: MySQL, PostgreSQL, MongoDB.
- Relevant Libraries: Pandas, Numpy, Matplotlib, Seaborn, ScikitLearn, OpenCV, PySpark
- Platforms: Linux, Web, Windows, RaspberryPi, Arduino
- Tools and Engines: GitHub, Docker

SOFT SKILLS

Event Management, Writing, Designing, Time Management

AWARDS & ACHIEVEMENTS

- LeetCode [Profile](#).
- InterviewBIT [Profile](#).
- IIT Mandi team secured first position (gold) in IGDC, Inter IIT Tech Meet 2k23.

WORK EXPERIENCE

- Have worked as one of the founding members in a EdTech StartUp [Technod8](#). Worked side by side with the CTO for initial Drafts of the company's vision.
- Worked as a Consultant at [Brainwave Science](#) . Helped generating 1.5x acceleration in product sales.

POSITIONS OF RESPONSIBILITY

- **TA of Computing and Data Science Course-** Teaching Assistant in IC152 Introduction to Python and Data Science (DS-I) course in IIT Mandi ODD-semester 2023.
- **Core Team Member at *CG²D* (Game Development Club) IIT Mandi-** Organizer, GameDEV 2K22; a gamedev event. Assisted in conducting sessions.
- **Core Team Member at KBG (Bioengineering Club) IIT Mandi-** Organized events, conducted workshops and delivered workshop for Club activities.
- **National Service Scheme-** Student Volunteer for NSS.