

Education

2017-2022 (Expected)	B.Tech + M.Tech (Dual degree) in Computer Science and Engineering Indian Institute of Technology, Kharagpur	GPA: 9.51/10.0 (Till 2nd Semester)
2017	Higher Secondary School Certificate Examination, CBSE Maharishi International Residential School, Kancheepuram	Percentage: 96%
2015	Secondary School Certificate Examination, CBSE Mahatma Gandhi Centenary Vidyalaya, Trichy	CGPA: 10/10

Technical Skills

Programming Languages	C, C++, Python, GoLang
Libraries / Frameworks	ROS, OpenCV, Numpy, Requests, Flask, Curl
Systems / Platforms	Docker, Linux, Android, Windows, Git
Others	Bash, Latex, Solidworks

Work Experience

Feb 18 Present	Artificial Intelligence Team Member - Working on the planning and localization team at IITKGP's Autonomous Ground Vehicle (AGV) Research Group. - Created a ROS module for the DWA local path planner and integrated it with the global path planner for optimal trajectory generation. - Worked on the Dubin's Path generation for the Hybrid A-Star path planner.	Autonomous Ground Vehicle Research Group
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Projects

- **DigiCon, OpenSoft 2018 IIT Kharagpur**
 - The software accurately parses and mines the contents of a hand-written doctor's prescription and segregates the medicines along with their corresponding doses and lists them out in a readable fashion.
 - Worked on segregating the medicines and doses from the extracted contents and handled the possible errors that occurred in the IP module by checking for visually similar possibilities
 - The entry won Gold amongst 13 applicants in OpenSoft 2018, IIT Kharagpur.
- **Eklavya 6.0, Intelligent Ground Vehicle Competition (IGVC) 2018**
 - A robot capable of automatically navigating from one GPS co-ordinate to another by following a lane while handling all the obstacles in the path with the help of sensors and complex algorithms.
 - Worked on the part responsible for generating the local and global path and localizing the bot from the sensor data.
 - The bot bagged the 2nd position in the IGVC 2018 held at Oakland University, Michigan.
- **BrkOut, A game made using PyGame**
 - An interactive game that incorporates real time collision and momentum conservation in a graphical interface made using Pygame. It also uses a basic encryption which emphasizes the prison-breaking theme of the game.

Related Courses

* Currently Studying

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| <ul style="list-style-type: none">• Algorithms and Data Structures• Discrete Structures• Image Processing * | <ul style="list-style-type: none">• Advanced Graph Theory• Machine Learning * |
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Interests

Algorithms and Data Structures, Integration of Machine Learning with Image Processing, Natural Language Processing, Networking, Hacking

Achievements & Involvements

- **Co-Founder, CodeStash IIT Kharagpur**
 - An organization that increases the awareness of various opportunities within the programming community while helping to promote the coding culture within the campus.
- **Member, Kharagpur Open Source Society & CodeClub**
 - Societies that help to promote programming within the KGP community by organizing workshops and fests and helping them overcome common problems.
- **Scholastic Achievements**
 - **AIR 322 - JEE Advanced** (99.8 percentile) .
 - **AIR 1784 - JEE Mains** (99.8 percentile)
 - **KVPY Scholar**