

Indian Institute of Technology, Kanpur

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Education

Indian Institute of Technology Kanpur

Kanpur, India

BACHELOR OF TECHNOLOGY, MAJOR IN COMPUTER SCIENCE AND ENGINEERING

2015 - 2019 (Expected)

· Cumulative Grade Point/CGPA: 8.8/10

Birla High School Kolkata, India

ALL INDIA SENIOR SCHOOL CERTIFICATE EXAMINATION (CBSE) May 2015

• Overall Percentage: 96.6%

The Assembly of God Church School

Kolkata, India

INDIAN SCHOOL CERTIFICATE EXAMINATION (CISCE)

May 2013

· Percentage: 96.6%

Academic Achievements & Scholarships .

All India Rank 105, Joint Entrance Exam Advanced India All India Rank 288, Joint Entrance Exam Mains 2015

All India Rank 12, KVPY SCholarship 2015 Bangalore, India

Work Experience

New York Office, IIT Kanpur

Kanpur, India

FULL STACK DEVELOPER, UNDER PROF. MANINDRA AGARWAL

May. 2016 - Present

- Worked on a scalable web application with an extensive technology stack.
- Used Scala with Akka and Couchbase among other technologies for developing the backend.
- · Implemented Notifications, XSRF & XSSI Protection and a method to batch process api requests as part of the backend api.
- Technology used: Scala with Akka, Angular with TypeScript

Projects

Antaragni'16 IIT Kanpur

SENIOR WEB EXECUTIVE July'2016 - Oct'2016

- Used the full MEAN Stack for a fest webapp and its admin control panel
- Dynamic website with content easily changeable via the control panel
- · Supported Android App as well with an API

ABU Robocon 2016 IIT Kanpur

MEMBER, TEAM ROBOCON IIT KANPUR, PROF. BHASKARDAS GUPTA

Oct'2015 - Mar'2016

- · An autonomous robot, which did not contain a driving actuator had to traverse a game field using the energy provided to it by another robot in form of a non contact force.
- I was involved in Image Processing used in the autonomous robot for color detection and line following to traverse the arena
- Came 3rd out of 105 teams participating in Nationals at Pune, India

Reversi Game in Python

IIT Kanpur 2nd Semester

ASSOCIATION OF COMPUTING ACTIVITIES

· Developed a Python Application using Pygame for 2 player as well as single player Reversi gameplay in a team of 2

- · Uses the negamax algorithm with an efficient heuristic check for better performance against humans
- · Mid Semester project under the Association of Computing Activities (ACA), IIT Kanpur
- Link: Reversi

Smart Mirror IIT Kanpur

PROGRAMMING CLUB Summer'2016

- Built an IoT Mirror with an RPi and a display fitted with a 75% reflecting mirror
- The mirror had features such as weather forecast, calendar notifications and pushbullet notifications of a user (determined via face identifica-
- Received Best Applicable Project amongst all summer projects under the Science and Technology Council, IIT Kanpur

Code.Fun.Do Microsoft India

24 HOUR HACKATHON Sept'2015

- Developed an App to help connect teachers and learners
- Used cross-platform Universal App Platform for Windows 10 and a server written in C#

• Was selected as one of the best five ideas

Skills

Programming *Proficient:* C/C++, Java, Python, Javascript; *Experienced:* Golang, Scala

Web Express.js with Node.js, Akka with Scala, JavaScript, TypeScript, Angular

Operating Systems Arch Linux, Debian

Utilities Linux shell utilities, Git, Vim, Docker, MongoDB, OpenCV, LEX, Vim

Coursework

Introduction to Programming(A*) Discrete Mathematics Logic in Computer Science Computer Organization(i) Data Structures and Algorithms(i) Probability and Statistics(i)

A*: Grade for exceptional performance i: In progress

Miscellaneous_

 Developed a simple android app which acts as Websocket Client for a Websocket Server hosting a multiplayer game

- Contribute to Open Source projects like pdf.js and thelounge
- Won Fresher's Science Quiz
- Among the top 15 teams of India in CSAW 2016, Capture The Flag
- Mentored 6 students in building a web chat application using nodejs and websockets as part of ACA Semester Projects

Interests_

- Open Source
- Capture The Flag Contests
- Web Development
- Image Processing
- Artificial Intelligence
- Robotics