

Aditya Rajagopal

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Education

Imperial College, London

Oct 2014 – Jun 2018

Year 3 MEng Electronic and Information Engineering

Second Year: 1st class honours, **84.2%**, Dean's List – 1st in the year

First Year: 1st class honours, **82.3%**, Dean's List – 2nd in the year

- Relevant Modules: Digital Electronics, Feedback Systems
- Head of Department Prize for Second Year Electronic and Information Engineering

Dr.Pillai Global Academy, Navi Mumbai, India

Aug 2012 – Aug 2014

Cambridge International A-Levels

A-levels – 5 A*s – Physics, Chemistry, Biology, Mathematics, Further Mathematics

- Achieved highest mark in India for AS-levels Physics, Chemistry and A-levels Physics, Chemistry, Further Mathematics

Work Experience

Undergraduate Research Opportunity, Imperial College London

July 2016 – Sep 2016

- Researched self-organising community energy systems under Professor Jeremy Pitt of the Intelligent Systems and Networks research group
- Acquired transferable technical skills including, low-level programming using python on a Raspberry-Pi, iOS app development in Objective-C and hosting a web-server using Java
- Implemented multi-threaded programming effectively to ensure real-time response of peripheral hardware connected to the Raspberry-Pi
- Simulated a smart home as a multi-agent system using Java based Presage2 software

Finoux Solutions, Mumbai

July 2015 – Aug 2015

- Developed commercial stock trading software using JavaScript and Python
- Employed MVC-format of structuring code, tested various no-SQL databases, and programmed both front-end (UX) and backend operations

Skills

Technical: C++, Python, Java, Verilog HDL, Altera Quartus, MATLAB, Objective-C, C#, JavaScript, Altium CircuitMaker, ARM and MIPS Assembly, LabView

Languages: English(native), Tamil(fluent), Hindi(fluent), German(conversational)

Positions of Responsibility

Vice-president and co-founder of GameDev Society, Imperial

Oct 2015 –

- Founded the society to generate interest in coding and develop computer games simultaneously
- Coached new members in C# to help learn Unity, the platform used to create the games
- Coordinated between teams of coders and animators to bring together a successful final product
- Organised social events such as an evening of gaming, food and drinks to break the ice between team members

Undergraduate Teaching Assistant for Year 1 Computing Laboratory, Imperial

Oct 2016 -

- Assist the professor in teaching first year undergraduate students, various fundamental concepts in C++

Team leader for a National Robotics Competition, Mumbai

Sep 2012

Projects and Achievements

Built a compiler for the C-language

Jan 2016 – Mar 2016

- Successfully compiled and generated working MIPS assembly for integer arithmetic operations, nested for and while loops, conditional statements, function calls (including recursion), arrays and pointers, strings, and scopes

Verilog FPGA hardware design (Year 2 electronics laboratory)

November 2015

- Designed digital hardware using Verilog that implemented finite state machines, tone generators and an audio echoing system on an FPGA

Face Detection with an FPGA (Year 1 End of year project)

Apr 2015 – May 2015

- Implemented real-time face detection on a video feed using Catapult-C and Quartus

Won the prize for "Best use of cloud" at Imperial College Hack 2016

Feb 2016

- Applied google machine learning API to pictures of carparks to detect the number of empty spaces

MIPS CPU Emulator

Oct 2015

- Created a MIPS CPU emulator and a testbench that executed and tested 53 MIPS instructions

Interests

Machine Learning – Pursuing a Coursera course run by Stanford professor Andrew Ng that covers various topics from linear and logistic regression to neural networks and vector support machines

Rowing - Bowman for the novice second team for Imperial College Rowing in 1st year

Other – Playing basketball, piano, guitar