Agnipratim Nag

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EDUCATION

Indian Institute of Technology Bombay (IITB)

Bachelors of Technology | Department of Physics

Major in Engineering Physics, Minor in Computer Science and Engineering.

RESEARCH EXPERIENCE

Research Intern [Jan 2023 - Present]

Guide: Prof. Soham Chakraborty, Technische Universiteit Delft

• Surveying literature on formalising the **concurrency of C++ semantics** and validating optimisations.

KEY PROJECTS

Automata and Computability

[Dec 2022 - Present]

[Nov 2021 - Present] GPA: 9.37/10

Guide: Prof. Krishna S, IIT Bombay

Studying automata theory and the fundamentals of effective computation covering the following:

- Kleene Algebra: Applications in solving systems of linear equations and languages of arbitrary DFAs.
- DFA State Minimization: Finding the most efficient DFA for a language using minimization algorithms.
- Context-Free Grammars: Formal definition, equivalence to nondeterministic pushdown automata.
- λ -Calculus & μ -recursive functions: Syntax and computational equivalence to Turing Machines.
- Timed logic: Modelling the temporal evolution of finite state machines using timed automata.

Learning with Quantum Computers

[Dec 2022 - Jan 2022]

Winter in Data Science | Analytics Club, IIT Bombay

- Surveyed the fundamentals of quantum computing from Quantum Computation and Quantum Information.
- Studied the working and implementation of quantum algorithms to solve the **Deutsch-Josza Problem** and programmed the solution using **Qiskit** to demonstrate its efficiency over classical algorithms.
- Executed a quantum algorithm using **Pennylane** to train a model based on a variational circuit to cluster a dataset using **quantum implementations of machine learning and neural networks**. (Repository)

Dependence of kinematic variables and charge particle multiplicity distribution on charge asymmetry in p-p collisions at $13~{\rm TeV}$

[Oct 2022 - Nov 2022]

Course Project | Prof. Sadhana Dash, IIT Bombay

- Statistically analyzed datasets generated by the Pythia 8 Monte Carlo simulator using the ROOT software containing fluctuations of 2 million+ charged particle multiplicities in proton-proton collisions.
- Studied the distribution of **charge asymmetry in different multiplicity classes** to observe trends in standard deviation and analysed the multiplicity distribution in charge symmetric and asymmetric regions.
- Plotted distributions of transverse momentum, pseudorapidity and azimuthal angle. (Repository)

HyperEntropicPingPong

[Dec 2021 - Jan 2022]

GameDev Hackathon | Developers' Community, IIT Bombay

- Designed a multi-level 2D ping-pong game with non-classical dynamics & quantum tunnelling.
- Executed the idea using vanilla HTML, CSS and JavaScript with version control through Git.
- Awarded a special mention and an interview for recruitment to the Developers' Community. (Repository)

Geometry, Topology and Physics

[Dec 2022 - Present]

In-semester UG Research Programme | Prof. Vikram Rentala, IIT Bombay

- Reviewing the fundamental concepts of algebraic topology, group theory and differential geometry.
- Understanding the topological and geometric aspects of General Relativity and Quantum Field Theory.

ENTREPRENEURIAL EXPERIENCE

ViBe Basket | Co-founder

[Jun 2022 - Present]

Incubated by the Desai Sethi School of Entrepreneurship, IIT Bombay | Awarded a grant of INR 2,00,000

- Building a community-based application driven by AI as a logistic planning tool for outings.
- Selected as the **only team** from among 30+ applications to qualify to Level 2 of the IDEAS Programme.
- Developing an MVP, a problem-solution fit, and eventually a product-market fit. (Pitch Deck)

POSITIONS OF RESPONSIBILITY

Undergraduate Teaching Assistant

Department of Mathematics, IIT Bombay

[Nov 2022 - Present]

- Entrusted with the responsibility of being a teaching assistant for the freshman courses Calculus I and II.
- This included conducting weekly live tutorial sessions for 40+ students, helping them with conceptual doubts and preparing recap slides using LATEX. Some of these materials are on the course webpages.

Institute Design Convener

[Jun 2022 - Present]

The Design Club | Institute Cultural Council, IIT Bombay

- Ideating and organizing Vision: The Design Festival of IIT Bombay, leading a design team of undergraduate students in planning and executing multiple month long design projects.
- Conducting a series of seminars by eminent professional designers attended by 400+ students.
- Fulfilling publicity requirements of 80+ events and workshops of cultural clubs across many genres.
- Training 600+ students in interface & visual communication designing through 20+ workshops.

SCHOLASTIC ACHIEVEMENTS

- Currently ranked 5th among 64 students in the B.Tech Engineering Physics batch of 2025 [Present]
- Awarded the AA grade in Linear Algebra, given to top 1.7% freshmen for exceptional performance [2022]
- The Joint Entrance Examination (JEE):
 - Secured 99.26 Percentile in the JEE-Advanced Examination, among 0.15 million candidates [2021] [2021]
 - Secured 99.73 Percentile in the JEE-Main Examination, out of over 930 thousand candidates
- Awarded the prestigious KVPY Fellowship by the Dept. of Science & Technology, Govt. of India [2021]
- Recipient of the Karnataka State Government Scholarship for exemplary performance in NTSE [2018]

TECHNICAL SKILLS

Software ROOT, ROS, LTSpice

Git, GitHub, LATEX, HTML, JavaScript, CSS Tools and Web Dev

Languages Python, C++, Java

Libraries NumPy, Pandas, Matplotlib, Seaborn, OpenCV, Plotly

KEY COURSES UNDERTAKEN

Physics Quantum Mechanics I*, Quantum Information and Computing*, Quantum Physics

& Application, Classical Mechanics, Data Analysis & Interpretation, Special Theory of Relativity, Waves*, Thermal Physics, Digital and Analog Electronics + Lab

Linear Algebra, Complex Analysis, Calculus I & II, Differential Equations I & II, Mathematics

Introduction to Numerical Analysis*

Computer Science Logic in CS, Computer Programming, Data Structures and Algorithms*

Miscellaneous Physical, Organic and Inorganic Chemistry, Economics, Engineering Drawing

*(To be completed by April 2023)

EXTRACURRICULAR ACTIVITIES

• E-Sports

• Secured 2nd place and won a cash prize of 35,000 INR at the Rocket League Minor conducted by the League of Extraordinary Gamers, Bangalore during ILG Cup Season 2 [2018]

• Created several recreational gaming videos and accumulated 170,000+ views and generated advertisement revenue of 6000 INR on Google AdSense through YouTube [2017]

• Represented The Frank Anthony Public School Football Team for 4 years [2015-2019]

Won the Inter-House Football Championship at the National Centre for Excellence [2019]

Semi-finalist at the Bangalore Football Club Inter-School Football Championship [2018]

o Secured 1st place in Inter-House Football at The Frank Anthony Public School [2016]

VOLUNTEER EXPERIENCES

Educational Outreach [Dec 2021 - Jun 2022]

Open Learning Initiative | National Service Scheme, IIT Bombay

- Worked with National Service Scheme, IIT Bombay to provide free education available to 110,000+ underprivileged students through educational science videos in the Bangla language on YouTube.
- Conducted weekly online classes for school students in Jharkhand to help improve their spoken English.
- Took regular instructive sessions to tutor students in quantitative and qualitative aptitude.