

Ajay Rahul P

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EDUCATION

INDIAN INSTITUTE OF TECHNOLOGY ROORKEE

B.TECH IN ELECTRICAL ENGINEERING
Expected May 2019
CGPA: 8.0

THE NEW TULIP INTERNATIONAL SCHOOL

GRADE 12 CBSE
Percentage: 97.6
Grad. May 2015 | Ahmedabad, India

LINKS

Github:// [ajayrahul97](#)
LinkedIn:// [ajayrahul-p](#)

AREAS OF INTEREST

Ubiquitous Networking • Software Development • SDN
Internet of Things • Embedded Systems

SKILLS

PROGRAMMING

Computer Languages:

Java • Python • Go • C++ • C

Software Packages:

Android Studio • Django • Arduino • Git •
GNS3 • Software Defined Networking •
MATLAB • Scipy Ecosystem • Xilinx ISE

LANGUAGES KNOWN

English (SRW) • Hindi (SRW) • Tamil (SR)
Telugu (SO) • Gujarati (SR) • Kannada (SO)

COURSEWORK

UNDERGRADUATE

Artificial Neural Networks
Embedded Systems
Microprocessors and Peripheral Drives
Digital Electronics
Programming in C++

ADDITIONAL COURSES TAKEN

Introduction to Computer Networking
Machine Learning (Coursera)
Introduction to Computer Science CS-50 (Coursera)
Introduction to Android Development (Udacity)

INTERNSHIPS

NUTANIX TECHNOLOGIES INDIA PVT. LTD. | BACKEND DEVELOPER

May 2018 – July 2018 | Bangalore, Karnataka

- Worked on backend task for a cloud application lifecycle management, primarily on Golang and Python

AGILO RESEARCH PVT. LTD. | ANDROID DEVELOPER, ARDUINO PROGRAMMER

May 2017 – July 2017 | Ahmedabad, Gujarat

- Developed an android application to control a prototyping kit (based on Arduino Mega) and provide visualizations using a HC-05 bluetooth module.
- Developed Arduino libraries and built a few projects such as Mobile Robot, Robot Arm, Sun Tracking Bot, etc using the prototyping kit.

RESEARCH PROJECTS

BANDWIDTH AGGREGATION OF HETEROGENEOUS NETWORKS USING SDN Mar 2018 – Present

- Worked on Floodlight Controller, mininet, and GNS3.
- Objective is to aggregate the bandwidth of heterogeneous networks and produce a single, efficient and fault tolerant output.

OTHER PROJECTS

CITADEL | MOBILE DEVELOPMENT GROUP ITR

Apr 2016 – Apr 2017

- Citadel is an book-sharing application developed to encourage book-reading culture in the campus and also targeted for socialization and connectivity of the students in the campus.

ARTIFICIAL INTELLIGENCE THAT PLAYS GAMES | ARTIFICIAL INTELLIGENCE AND ELECTRONICS SECTION IIT-R

Jan 2017 – Apr 2017

- An artificial intelligence program was developed and trained using neural networks to automate the Google Chrome T-Rex game, and to optimize the score.

ACHIEVEMENTS

- 2017 Runners up at Shopclues Spark Hackathon
- 2017 Quarter Finalists at India Innovation Challenge by Texas Instruments
- 2015 JEE Advanced 2015 All India Rank : 1656
- 2015 JEE Main 2015 All India Rank : 439
- 2015 District Topper and 2nd in Gujarat in AISCSE 2015 (Class 12)
- 2015 Selected for Kishore Vaigyanik Protsahan Yojana Scholarship (KVPY)
- 2013 National Talent Search Scholarship Fellow (NTSE)

POSITIONS OF RESPONSIBILITY

- 2016 Joint Secretary at Mobile Development Group IITR
- 2016 Secretary at Bookshelf IITR
- 2016 Campus Ambassador for Penbound
- 2012 Volunteer at National Service Scheme IITR