



Education

Program	Institution	%/CGPA	Year
M.Tech. (Computer Science and Engg.)	Indian Institute of Technology Madras	—	2019
B.E. (Computer Science Engineering)	Indore Institute of Science Technology	06.21	2018
XIIth Std. - CBSE	Christ Jyoti HS School, Satna (M.P)	63.0%	2014
Xth Std. - CBSE	Christ Jyoti HS School, Satna (M.P)	07.60	2012

Key Projects

1. Home Automation System

Sept 2017 - May 2018

Guide: Prof. Anil Khandekar, Team size : 1

B.E. Project, IIST, Indore

- Developed a prototype system to automate basic tasks like controlling and setting timers on home appliances using Raspberry Pi 2, and Arduino.
- Used Raspberry Pi 2 as the home control server, and designed an android application using React Native to interact with the server.

2. TripChip

Mar 2016

Team Size : 2

IndiaHacks 2016, HackerEarth

- Engineered a web application to make railway bookings easier. Coded during IndiaHacks 2016, a hackathon organized by HackerEarth and Sabre.
- Coded an algorithm to find efficient chain routes between any two stations, if any direct trains are not available.
- Ranked 9th amongst 6000+ teams, and were called to present the product in an offline round.

3. Kither (Co-Founder)

Oct 2016 - Feb 2017

Team size: 3

Start-up

- Kither analyses Facebook profile data (posts, friends, etc) of a user and provides insights like - user's most active friends, their Facebook profile rank among their friends, college or communities, etc.
- Responsible for writing and maintaining the backend code. Also worked on the algorithm for calculating user's most active friends and their profile score (and rank).

Course Projects

1. E-mail Spam Classifier & ML algorithms

November 2019

Faculty: Prof. Arun Rajkumar, Team size : 2

Pattern Recognition and Machine Learning

- Created an E-mail spam classifier as the final assignment.
- Implemented various Machine Learning algorithms from scratch as part of the course work.

2. Othello Bot

October 2019

Faculty: Prof. Deepak Khemani, Team size : 2

Artificial Intelligence

- Created a bot for playing Othello on the Desdemona framework.
- Implemented Minimax algorithm with Alpha-Beta pruning. Also implemented an evaluation function by following a case study from University of Washington, and improved it's heuristics.

Scholastic Achievements

- Secured All India Rank 145 among 1 lakh candidates in GATE 2019.
- Won 1st prize in a 24 hours hackathon organized by Indore Institute of Science Technology.

Positions of Responsibility

- **Teaching Assistant:** TA for CS3300-Compiler Design under Prof. Krishna Nandivada.
- **Volunteer:** Volunteered as a web developer at Mrityunjai Bharat Trust (NGO) to develop their website.
- **Organizer:** Organized Technoid-2016, a 24 hours coding hackathon in Indore Institute of Science Technology.
- Founded a programming club at IIST, and organized workshops on Programming & Linux.

Course Work

- **Algorithms:** Advanced Data Structures and Algorithms.
- **Intelligent Systems:** Pattern Recognition and Machine Learning, Artificial Intelligence
- **Mathematics:** Linear Algebra and Random Processes.

Technical Skills

- **Programming Languages:** C/C++, Python, JavaScript, HTML/CSS
- **Frameworks and Libraries:** Django, scikit-learn, Node.js, React.js
- **Databases:** MySQL, MongoDB