Prashant Singh

PERSONAL DETAILS

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EDUCATION

B.Tech. - Institute of Engineering and Technology Lucknow   `2017-Present`
Secured 8.02 CGPA

EXPERIENCE

Worked as a Data Researcher at CDRI Lucknow ■
Studied about various animal detection models like fruitfly model .

Studied about different animal locomotion detection models of rat,flies and written a raw paper under guidance .

PROJECTS

AUGUMENTED REALITY NEWSPAPER ■
Designed an app which scans images on newspaper and displays relevant news/advertisements in the form of video .

***Technology used** Unity3D, Javascript*

TETRIS GAME ■
Implemented tetris (a tile matching game puzzle video game) using C++ Data structures and Algorithms

Used SFML library for adding graphics to the game .

SELF CONCEALING UNMANNED GROUND VEHICLE ■
Designed a model of a ground vehicle capable to camouflage(thermal as well as colour) itself according to its surroundings.

It can detect the human motion using sensors and could hide itself under the ground surface and thus finds major application in border survillence.

ACHIEVEMENTS

GOOGLE KICK START ROUND E ■
Global Rank - 526 out of 5000 participants Username - SilverHeart

SNACKDOWN ROUND 1B ■
Global Rank - 436 out of 16000 teams.

AKTU Zonal and State Level Coding Contest ■
Won gold medal in AKTU ZOnals and in State LevelCoding Contest
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INNOVATIVE PROJECT ■
*Project ranked 16th in North Zone of **DRDO** Unmanned System and Exposition at IIT DELHI among 1500 teams*

CODE JAM ■
Advanced to Round 1A of google code jam

5 STAR ON CODECHEF (Username-hawk18) ■

EXPERIENCE ON DATA STRUCTURES AND ALGORITHMS ■
Instructed 200+ students on Data structures from basic to advanced Algorithms .

SKILLS

Working areas -	DATA STRUCTURES AND ALGORITHMS, MACHINE LEARNING
Languages	C/C++, HTML,CSS, JAVA , PYTHON , JAVASCRIPT
Platforms	WINDOWS, LINUX