4th Year Undergraduate Computer Science and Engineering Indian Institute of Technology, Delhi shivamshaswat@gmail.com ankurshaswat.github.io +91-9891066125

ACADEMIC DETAILS

Year	Degree	Institute	CGPA/Percentage
_	B.Tech in Computer Science & Engineering	Indian Institute of Technology Delhi	9.08
2016	Class XII, CBSE	St.Joseph's Co-Ed School	96.2%
2014	Class X, CBSE	St.Joseph's Co-Ed School	10.00

QUALIFYING EXAMS

Joint Entrance Examination (JEE) Advanced Rank: 82 (GE)

SCHOLASTIC ACHIEVEMENTS

- IITD Semester Merit Award: for being in the Top 7% among more than 800 students in the 1st and 2nd semester.
- NTSE: Awarded scholarship for being in Top 1000 in National Talent Search Examination, 2014.
- National Standard Examinations: Ranked in Top 1% in India in Physics, Chemistry and Astronomy.
- KVPY: Selected for 'Kishore Vaigyanik Protsahan Yojana' fellowship in 2015 by IISc given to Top 1% students.

Internships

Samsung Electronics, South Korea: Washming Machine Course Setting Prediction

(May, 2019 - July, 2019)

- Worked on washing machine course prediction using Bigdata Framework Apache Spark.
- Built course recommendation system using **XGBoost** (Gradient Boosting Framework).
- Worked on data pre-processing and analysis with **Scala** and **Tableau** respectively.

BudsTrends, KidCloset: Creation of stylist console based on Recommender Systems.

(May, 2018 - July, 2018)

- Addressed the cold start problem in Recommender Sys. to suggest top k fashion items annotated with rich attributes.
- Used fashion domain expertise including colour theory to create system rules for pairing garments together.
- Created stylist console to allow the combination of fashion creativity with system recommendations to give an ideal mix.

Projects

Flowchart Grounded Dialog Dataset Collection (Prof. Mausam)

(September, 2019 - December, 2019)

- Created framework to collect dataset based on flowcharts of tech support executives to enable research on novel NLP task.
- Observed real dialogs and added nuances in framework to create more natural looking conversations.

AlphaGoZero (Prof. Parag Singla)

(October, 2019 - November, 2019)

• Implemented and trained **AlphaGoZero RL** based player using the architecture description from the nature paper for a game on a smaller Go board.

Augmented Reality Application (Prof. Chetan Arora)

(October, 2019)

- Aruco marker detection implemented using computer vision techniques.
- Rendered **3D models** onto Aruco markers in **realtime** feed from webcam.
- Developed various animations and an AR ping pong game using markers and video from webcam.

One Shot Relational Learning from Knowledge Graphs (Prof. Mausam)

(March, 2019 - May, 2019)

• Tuned existing model for one shot relational learning from knowledge graphs to improve suggestions for unknown relations.

• Added attention mechanism to capture higher importance neighbours from knowledge graph and tested other heuristics.

Yinsh AI Player (Prof. Mausam)

(Septmber, 2018 - November, 2018)

- Created an AI player in C++ in a team of 2 using the minimax search algorithm to compete at a Yinsh tournament.
- Used alpha beta pruning and search heuristics to increase the search space depth of AI player.

Multi-Cycle ARM Processor (Prof. Anshul Kumar)

(January, 2018 - April, 2018)

- Implemented sub-parts used in a processor (ALU, Multiplier, Register File, Shift Register etc.) using VHDL.
- Integrated controller, datapath (made up of above sub-parts) & memory using AHB Lite bus to form ARM Processor.

Toy Prolog Interpreter (Prof. Sanjiva Prasad)

(April, 2018)

- Implemented a simple prolog interpreter in Ocaml using ocamllex for lexing and ocamlyacc for parsing.
- Built a sigma algebra engine in Ocaml supporting unifcation and substitution of terms along with backtracking.

Engineering Drawing Software (Prof. Subhashish Banerjee)

(January, 2018 - April, 2018)

- Developed a software package in C++ using Qt to work on polyhedral solids and their orthographic projections.
- Designed algorithms to find projections & hidden lines of 3D figures & to form 3D figures using 2D projections.

Starling Bird Flock Simulation (Prof. Subhashish Banerjee)

(April, 2018 - May, 2018)

• Developed **program** in C++ (**OpenGL**) to **simulate flocking** of starling **bird flight** using relevant mathematical equations.

Digital Canteen Application (Prof. M.Balakrishnan)

(May, 2017 - July, 2017)

- Created an android application to note transactions happening within the lunch club and to display all user details.
- Setup SQL database and PHP API endpoints on a VM to sync data (menu, user balance etc.) with Android app.

Peer to Peer File Send Application (DevClub)

(May, 2017 - July, 2017)

- Worked with a team to develop a web application capable of sending files between browsers using p2p WebRTC tech..
- Used Socket.IO as a signalling server to exchange meta-data between users and to select a partner to transfer data.

Courses Done

Computer Vision, Reinforcement Learning, Natural Language Processing, Artificial Intelligence, Analysis & Design of Algorithms, Computer Networks, Data Structures & Algorithms, Discrete Mathematical Structures, Probability & Stochastic Pro., Computer Architecture, Programming Languages, Design Practices.

TECHNICAL SKILLS

Languages: C, C++, Python, Java, JavaScript, NodeJS, VHDL, PHP, OCaml, Prolog. Environments: Git, Android Studio, LaTeX, Xilinx ISE Design Suite, Vivado. Frameworks: PyTorch, TensorFlow, Django, Bootstrap, JQuery, MongoDB, MySQL.

Extra Curricular Activities

- Received Honorable Mention at OpenEd AI Hackathon 2017 for creating NER using CRF for Hindi language.
- Ranked in Top 3 in Microsoft Code.fun.do online hackathon 2018 for building an attention tracking application.
- Microsoft Student Partner: August, 2017 October, 2019

Positions of Responsibility

- Elected Manager at DevClub IIT Delhi (April 2019 Present)
- Executive Member & Developer at DevClub IIT Delhi (April 2018 Present)