Anuradha Singh
Third-Year Undergraduate, IIT Kanpur

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Academic Qualifications

Year	Degree/Certificate	Institute	Performance
2020 - Present	B.Tech, Civil Engineering	**Indian Institute of Technology Kanpur**	6.7/10.0
2019	CBSE (XII)	Gaurav Memorial International School, Kanpur	92.2/100.0%
2017	CBSE (X)	Gaurav Memorial International School, Kanpur	10.0/10.0

Scholastic Achievements

- Secured an **All India Rank** in **JEE Advanced 2020** among the 1.5 Lakh shortlisted candidates.
- Among the top **0.08**% of the 10 million applicants in **JEE Mains 2020**.
- Received the **Academic Excellence Award** for exceptional academic performance in Informatics Practices in 2018-19 academic session.
- Gained an **AIR-197 and AIR-287** in level-1 and 2 in National Talent Search Test (NTST) 2016 organised by Epoch Olympiad foundation.

Key Projects

- **Introduction to Deep Learning and its Applications | Stamatics, IITK**   (*Apr'22- Ongoing*)
  - Gone through the basics of Linear Algebra (Matrices, Vectors, Transformations, Matrix Operations).
  - Explored Python Libraries (like NumPy, Pandas, Matplotlib) by working on Linear algebra, data cleaning, data analysis.
  - Learnt about basic Neural Networks, perceptrons, basics of deep learning frameworks and CNN by implementing on cifar 10 data set.
  - Stroved with basic recurrent neural network (LSTM) to classify MNIST digits dataset, using TensorFlow or PyTorch.
  - Brought about depth wise analysis of a research paper on deep learning and summarized it.
- **Geo-informatics Project | Mentor: Snehil Saluja, Alumni, Dept. of Civil Engineering, IITK.**   (*Dec'21-Apr'22*)
  - Grasped to frame client-side websites and web apps with **HTML, CSS, JS and React**.
  - Explored about algorithms in **Python** and converting the research work done in python into server-side web apps and APIs.
  - Got experience to develop and contribute in teams - used version control, **Git and Github** and project management tools.
- **Intro to Gamedev | GameDev Society, IITK**   (*May'21-Jul'21*)
  - Developed a three-dimensional basic game using **Unity** from scratch as a team member.
  - Learned about Unity software while working for the environmental setup, audio and visuals for the game as a **designer**.
  - Worked upon the storyline and conceptualisation, **designing of both the start and end menu for the game**.

Positions of Responsibility

- **Student Guide | Counselling Service Team, IITK**   (*Nov'21-ongoing*)
  - Provided **guidance and emotional support** to a group of six freshers by helping them adjust to college life.
  - Helped them with their academics by arranging meetings with their mentors and still maintain a good rapport with them.
  - Coordinated with the Counselling Service and helped in the organisation of **Orientation Programme 2021** of about **1200** students.
- **Academic Mentor | Counselling Service Team, IITK**   (*Nov'21-ongoing*)
  - **Mentored students** who had difficulty in their first year freshman year **Engineering Drawing course**.
  - Conducted academic classes and **hall level doubt clearing sessions** for first years, and provided them required academic resources.
- **Senior Executive | Techkriti, IITK**   (*Feb'22-Apr'22*)
  - Appointed by organisers to aid them in smooth conduction of the Rang Barse and Techkriti21' events.
  - Managed the security of an Holi event and techkriti event which had a footprint of about **6000** with a team of 30 students.
- **Senior Executive | Antaragni, IITK**   (*July'21-Apr'22*)
  - Delegated by organisers to aid them in smooth conduction of Antaragni21' while working witha team of about **120** people.
  - Assisted in conceptualising the theme and decoration of the fest, alongwith managing database, and interacting with sponsers.
  - Managed the security of an Holi event and techkriti event which had a footprint of about **6000** with a team of **120** students.
- **Secretory | Design and Animation Club, IITK**   (*May'21-May'22*)
  - Learnt about designing software like **photoshop, illustrator, after effect** and created mini projects using these software.
  - Inspired starting projects of the club and contributed in the ideation and creation of orientation video of the club.
  - Worked upon the storyline and conceptualisation, designing of both the start and end menu for the game.

Technical Skills

- **Programming Languages:** C, C++, HTML, Python, Java, Javascript.
- **Libraries:** Tensorflow, NumPy, Matplotlib, Pandas.
- **Software:** MS Office, MS Excel, PowerPoint, Photoshop, Illustrator, Adobe AfterEffects, Microcap.
- **Utilities and tools:** Git, Github, LaTeX, VSCode.

Relevant Coursework

Introduction to Psychology	Introduction to Indian Society	Fundamental of computing
Engineering Graphics and Design	Applied Prabability and Statics	Sustainable built environment

Extra-Curricular Activities

- Experienced about shooting by participating in the shooting workshop organised by Shooting society, IITK in march'22.
- Learnt the basics of Lawn Tennis by attending the sports camp held by Games and sports society, IITK in march 2022.
- Secured first position in obituary competition organised by Prakriti Cell (Community and welfare cell) IITK, 2021.
- Participated in interhall painting competition organised by Community Welfare Cell IITK, 2021.
- Won gold medal in Interschool archery competition in consecutive years 2018 and 2019 which had a participation of about 30 schools.
- Participated in an painting competition organised by Prodigy cell , Antaragni, IITK in 2018-19 with a participation from about 20 schools.
- Worked as a team of about ten members in conceptualising and organising farewell for seniors in 2017-18.
- Participated in the CBSE Kho-Kho cluster competition organised in 2017-18 where about 20 teams participated.
- Volunteered as a team captain of 10-15 students to conducting various co-curricular activities happening throughout the year in 2017-18.
- Secured third rank in Interhouse debate competition organised in 2017-18, having a participation of around 30 students.