

# ARUSH SAXENA

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## EDUCATION

- |                                      |   |      |                      |
|--------------------------------------|---|------|----------------------|
| • <b>B.Tech, School of Computing</b> | Indian Institute of Technology (IIT) Mandi, Himachal Pradesh, India | 2021 | <b>CGPA: 7.67/10</b> |
| • <b>Senior Secondary (CBSE)</b>     | SGRM Senior Secondary School, Bareilly, India                       | 2016 | <b>Marks: 94.4%</b>  |
| • <b>Grade 10th (CBSE)</b>           | SGRM Senior Secondary School, Bareilly, India                       | 2014 | <b>CGPA: 9.6/10</b>  |

## EXPERIENCE

**Software Development Engineer**      **Siemens, Bangalore**      **December 2019 - February 2020**

- Developed a web-app which would automate the task of deployment and managing projects from Cloud Based IDE (Eclipse-Che).
  - The application could create resources on AWS, Azure, GCP as per user's requirement using Terraform scripting which would run on backend. Also the live progress of deployment was shown by fetching live log data from Kubernetes Pod and Che workspace with the help of web-sockets.
- Tech Stack:** React.js, Python-Flask, MySQL, Express.js, Web-Sockets, Docker, Kubernetes, Eclipse-Che

**Teaching Assistant**      **IIT Mandi, Mandi, India**      **August 2019-November 2019**

- The task involved teaching Python to the freshmen year students along with making coding assignments for the same. The concepts of data science were taught and also coding task was evaluated.
- Python codes were evaluated and checked for their complexity and correctness.

## PROJECTS

**User Identity Recognition using GAIT features** (Machine Learning)

The project involved the use of LSTM (Long Short term Memory) Model and Face-Net to identify individuals by collecting their GAIT feature data using sensors on the mobile phone. The project aimed at using a new authentication method in addition to existing ones like fingerprint and face recognition.

**Auto Wall Painter using Wall Climbing Bot:** (IOT)

Auto wall painter controlled by Raspberry Pie and based on the principle of Vacuum suction using poly-urethane cups. It involved controlling of direction control valves using Raspberry Pie and Relay Modules.

**AppOnApp:** (Web-Application)

The project involved making a web-application for booking appointments for many services such as Barber, Lawyer, Doctor, plumber, Electrician etc all within the same portal. This could save a lot of time since all the services are provided under one roof and also "Time is money"

**Tools used:** React.js, Node.js, PostgreSQL, Express

## SKILLS

**Programming Languages:** C++, C, Python, Java

**Web Development:** HTML5, CSS, JavaScript, Node.js, XHTML, PHP, Python-Flask, Bootstrap, React.js .

**Libraries:** Keras, Numpy, C++ STL, Tensorflow, OpenCV.

**Machine Learning:** Convolutional Neural Networks, Auto-encoders, Clustering, Generative Adversarial Networks, Natural Language Processing

**Deployment Tools:** Docker, Kubernetes, Terraform

**DataBase:** SQL, MongoDB

## AWARDS AND ACHIEVEMENTS

- **ACM-ICPC** - Secured 968 team rank in ACM-ICPC online round. 2019.
- **JEE-Advanced** Secured All India rank of 6275 in Jee Advanced 2017 among 1.4 million other aspirants.
- **CBSE** Secured 99.8 Percentile and stood third in district in High School Examinations.
- **Google Hash Code 2020** Secured team rank 203.

## POSITIONS OF RESPONSIBILITY

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|--|-------------|
| • <b>Teaching Assistant for Advanced Data Science Course</b>     | Spring 2020 |
| • <b>Teaching Assistant for Data Science Course</b>              | Fall 2019   |
| • <b>Coordinator of Quizzing Club at IIT Mandi</b>               | 2018-2019   |
| • <b>Event Coordinator at Exodia IIT Mandi</b>                   | 2017        |
| • <b>Team Leader at Line Follower at Utkarsh 2017(runner up)</b> | 2017        |

## EXTRA CURRICULAR

- **Hobbies** Playing Guitar, Quizzing, Solving Puzzles, Playing Football