

Ashwin Pathak

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EDUCATION

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY

B.TECH IN COMPUTER SCIENCE

Expected May 2019 | Hyderabad, India

CGPA: 9.25

VIJAYVEGRIYA BAL VIDYALAYA

SENIOR SECONDARY (CBSE)

Grad. May 2015 | Kota, India

Percent: 94.6%

ST. JOSEPH'S CONVENT S.S. SCHOOL

SECONDARY (CBSE)

Grad. May 2013 | Sagar, India

CGPA: 10

LINKS

Github:// [ashwinpathak20](#)

LinkedIn:// [ashwinpathak](#)

Codeforces:// [ashp20](#)

Website:// [ashwin.pathak](#)

COURSEWORK

Computer Programming

Data Structures

Operating Systems

Algorithms

Introduction to Databases

Graphics

Artificial Intelligence

Computer Networks

Digital Logic and Processors

Statistical Methods in AI *

Digital Image Processing *

Distributed Systems *

*current courses

SKILLS

OPERATING SYSTEMS

Linux • Windows • Android (Basic)

PROGRAMMING / SCRIPTING

Python • C • C++ • PHP • Matlab • Java (Basic) • Bash • JavaScript • SQL

FRAMEWORKS AND TOOLS

Django • Web2py • Laravel • Ruby on Rails (Basic) • CSS • Assembly • OpenGL • OpenCV (Basic) • Unity Game Engine (C# Scripting) • Git • Vim • jQuery(+AJAX) • Nosetests

EXPERIENCE

DIGITAL LOGIC AND PROCESSORS | TEACHING ASSISTANT

July 2017 – Present | Hyderabad, India

- Working under Prof K. Madhava Krishna as a T.A. for Digital Logic and Processors course.

NE78INDIA | SOFTWARE ENGINEERING INTERN (TEAM OF 4)

August 2016 – December 2016 | Hyderabad, India

- Worked on PHP Laravel framework for a web application named GETrux.
- Functionalities were added to facilitate the modes of payment and search.

RESEARCH

CENTER FOR VISUAL INFORMATION TECHNOLOGY | HONORS PROJECT

Aug 2017 – Present | Hyderabad, India

Working under Prof P.J. Narayanan in the field of Augmented Reality to support the perspective uniformity.

COURSE PROJECTS

ULTIMATE TIC-TAC-TOE | ARTIFICIAL INTELLIGENCE

Developed a bot using alpha beta search and cut-offs to play tic - tac -toe against other bots or human in a 16 X 16 grid.

SHORT ANIMATION MOVIE | COMPUTER GRAPHICS

Designed, directed and cinematographed a short animation movie using unity game engine , blender and windows movie maker.

OS SHELL | OPERATING SYSTEMS

Implemented a basic linux shell with limited commands in C.

WEB SERVER | COMPUTER NETWORKS

Implemented a web server using TCP/UDP protocols for file transfer.

OTHERS

Q/A Portal (Web-App using RoR) • Campus Store (Web-App using web2py) • brick-breaker and bloxorz games (Using OpenGL) • TCP/UDP File Sharing Protocol • Tetris game (Using PyGame) • Humanoid Robot (Analysis and basic design using gazebo)

ACHIEVEMENTS

top 5% National	Dean's Merit List
top 1913/1.3 million	National Talent Search Examination (NTSE) (Scholar)
top 6050/0.1 million	Joint Entrance Examination (Mains)
National	Joint Entrance Examination (Advanced)
	Maths Olympiad by EduHeal Foundation - 2013

EXTRA CURRICULARS

Student Mentor for UG1 students | 2017

Participated in dance during felicity and flash mobs at IIIT-H

Participated in art and painting activities during felicity at IIIT-H