

AVANTIKA MUDUMBAI

Student at IIIT Bangalore



EDUCATION

Integrated Masters of Technology, CSE
International Institute of Information Technology
August 2019 - Present Bangalore, Karnataka
CGPA: 3.41

FIND ME ON

avantikaaa
Avantika Mudumbai
Avantika Mudumbai
@__avantikaa
avantika.mudumbai@gmail.com

ACHIEVEMENTS

- Microsoft Engage, 2021**
Mentee in Microsoft Engage
- WTEF Scholarship, 2020**
Women Techmakers Engineering Fellows,
Supported by Google
- Flipkart GRiD 3.0**
Qualified level 1 of Information Security
Challenge
- ZenseCTF**
Secured a position among the top 5 teams

ORGANISATIONS

Sports Committee
IIIT Bangalore
March 2021 - Present
Organised tournaments for various sports like
Basketball, Badminton and Volleyball.

Core Outreach Team
Infin8, Cultural fest of IIITB
January 2020 - January 2021
Managed to get representation from over 70 colleges and 20 companies all over India.

LANGUAGES

English
Hindi
Marathi
Telugu

RELEVANT COURSES

- Design and Analysis of Algorithms DSA
- Database Systems Operating Systems
- Software Engineering Computer Graphics
- Discrete Mathematics Machine Learning
- Mathematics for Machine Learning

EXPERIENCE

Summer Intern at Cropin
May 2022 - July 2022
Currently working on collecting data from IoT devices.

Research Intern at IIIT Bangalore
May 2021 - July 2021
Integrated existing code for the marching cubes algorithm with code to visualise the structures in 3D. Implemented the algorithm to generate the contour trees of the iso-surfaces.

Co - founder & Host of #include <people.h>
July 2020 - January 2021
This is a podcast that mainly focuses on how different people perceive life. We try to bring values, opinions and experiences from different people in an attempt to learn something new. We have over 3000 plays for 10 episodes.

SKILLS

- Data Structures Algorithms Problem Solving MySQL Python
- Java C++ Java Script Prolog OCaml Git Communication
- Machine Learning & Exploratory Data Analysis

PROJECTS

Mini Football | NodeJS, OpenGL
This is a VR simulation of simple 2 player football-like game. In this game, one can carry, dribble and /or kick the ball while attempting to make a goal. The movement of the ball follows the laws of motion and the lighting setup follows the laws of reflection and refraction.

Asset Discovery Tool | Python
This is a simple application which helps you to discover the devices on your network.

IAS Architecture | Python
This is a basic implementation of the IAS machine. It uses a file as its memory and can run: load, store and ALU operations on the same.

Hospital Records Management System | C
This is an implementation of a

Multiple Client Quiz | Python
Implemented basic client-server interaction using socket programming and multi-threading on the TCP protocol in the form of multi-player quiz.

Routing System | Java
Implemented OOPS principles in order to show a simulation for a package delivery company. It lets you add hubs, trucks and highways to a network and shows the movement of a truck from its source location to the destination location via the network.