Aviral Janveja

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Education

University of Paderborn – M.Sc Computer Science   2018 − Present

Focus Areas: Quantum Computation, Machine Learning, Algorithms & Complexity Theory.
Padeborn, Germany.

SRM University – B.Tech Information Technology   2012 − 2016

Thesis: Design & implementation of A* algorithm with heap data structure for optimized path finding in computer games.
Thesis Grade-Point: 80%.
Chennai, India.

Work History & Projects

Master's Project-Group: Research & Development   04/2019 − 04/2020

Developer and Group Leader.
University of Paderborn, Germany.

- Developed an educational game application for primary school children based on the pentomino logic puzzle using godot game engine - team of 16 graduate students.

- Alongside software-development, this project group performed research on computer interaction techniques and analysis of player eye-tracking data.

Master's Seminar-I: Machine Learning   04/2019 − 08/2019

Graduate Research Seminar.
University of Paderborn, Germany.

- Successfully presented a 1 hour talk, including discussion and written report.

- On the paper "A Semantic Loss Function for Deep Learning with Symbolic Knowledge" from ICML 2018.

BYJU's - The Learning App   01/2016 − 2017

Business Development Associate.
Bangalore, India.

- Worked on customer-strategy, marketing, sales and lead generation.

- Coordinated supply-chain while ensuring coordination between product delivery, customer service and the technical team.

Autonomous Underwater Vehicle(AUV) Team   **05/2013 − 10/2015**

Software and Electronics Division.
SRM University, India.

- Our undergraduate team developed an AUV for competition and research. Winning the national championship in 2013 & 2015. Placed 16/40 in AUVSI RoboSub 2015, USA.

- The AUV was equipped with an array of cameras, sensors, an on-board computer, 8 thrusters, torpedo launcher and more for performing autonomous missions under water.

Skills

- **Mathematical Maturity & Competence:** Quantum Computing, Machine Learning.

- **Theoretical CS:** Algorithms & Complexity theory, Object-Oriented Programming Concepts.

- **Software Development:** JAVA, LaTeX, Git, Command Line(Bash/Shell), Agile-Scrum.

- **Language:** English(C1/C2), German(A1).

Hobbies

- Music - Flute.

- Dance - Bhangra.

- Tennis - National Level.

- Football - State Level.