

# Aviral Janveja

🏠 Paderborn, Germany  
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## Education

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

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

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**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

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- **Mathematical Maturity & Competence:** Quantum Computing, Machine Learning.
- **Theoretical CS:** Algorithms & Complexity theory, Object-Oriented Programming Concepts.
- **Software Development:** JAVA,  $\text{\LaTeX}$ , Git, Command Line(Bash/Shell), Agile-Scrum.
- **Language:** English(C1/C2), German(A1).

## Hobbies

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- Music - Flute.
- Dance - Bhangra.
- Tennis - National Level.
- Football - State Level.