

# Alapan Chaudhuri

UNDERGRADUATE RESEARCHER, [CQST](#) & [CSTAR](#), IITH

Webpage : [banrovegrie.github.io](https://banrovegrie.github.io)

Github : [github.com/banrovegrie](https://github.com/banrovegrie)

[alapan.chaudhuri@research.iit.ac.in](mailto:alapan.chaudhuri@research.iit.ac.in)

EDUCATION	<b>International Institute of Information Technology, Hyderabad</b> <i>B.Tech. (with Honours) in Computer Science and Engineering (8.81/10)</i> <i>July 2019 - Present</i> <b>Teaching Assistant:</b> Automata Theory (Monsoon 2021)
EXPERIENCE	<b>Characterizing Absolute Classes of Quantum States</b> <i>Centre of Quantum Science and Technology, IITH</i> <i>Dec 2021 - Present</i> Working with <a href="#">Prof Indranil Chakrabarty</a> on devising algorithmic approaches like convex optimisation to characterize absolutely separable quantum states. Furthermore, studying several other absolute classes like absolutely Bell-CHSH local states and ACVENN to find similar characterization criteria.  <b>Photonics for Quantum Communication</b> <i>Centre of Quantum Science and Technology, IITH</i> <i>Jan 2022 - Present</i> Studying fully deployable QKD systems using quantum photonic chips and working towards implementing various secure quantum communication systems using photonic integrated circuits.  <b>Quantum Private Information Retrieval</b> <i>Signal Processing and Communication Research Center, IITH</i> <i>May 2021 - Present</i> Working on QPIR capacity and protocols under different scenarios like replicated, colluding and/or coded servers with <a href="#">Prof Prasad Krishnan</a> .
AWARDS	<ul style="list-style-type: none"><li>• <b>Ranked 9<sup>th</sup></b> in ICPC Asia Regionals 2020-21 (Gwalior-Pune)</li><li>• Sports Programming: highest rating 1795 on Codeforces and 1967 on Codechef</li><li>• Certificate of Merit (top 1%) for the 2019 Indian Olympiad Qualifier in Physics (then NSEP)</li><li>• Top 6% (national) in Google HashCode 2020</li></ul>
POSITIONS OF RESPONSIBILITY	<b>Student Moderator at NQSTS 2021</b> <i>National Quantum Science and Technology Symposium</i> <i>July 2021 - Aug 2021</i>  <b>Club Coordinator</b> <i>Theory Group, IITH</i> <i>Sep 2020 - Oct 2021</i>  <b>Moderator</b> <i>Programming Club, IITH</i> <i>May 2020 - June 2021</i>
PROJECTS & OPEN SOURCE	<b>Cirq</b> <i>Google QuantumAI (<a href="#">cirq</a>)</i> <i>Aug 2021 - Present</i> <ul style="list-style-type: none"><li>• Working on implementing support for OpenQASM3 in Cirq (ongoing).</li><li>• Implemented rotation gate and serial concatenation of Kraus Operators (with Zeeshan Ahmed).</li><li>• Updated <code>cirq.Circuit</code> to <code>cirq.AbstractCircuit</code> for compatibility.</li></ul>

## Games and Computational Complexity

Supervisor: *Prof. Kannan Srinathan*

Sep 2020 - Nov 2020

- Proved the video game ‘[CELESTE](#)’ is NP-complete (original work).
- Presented a dissertation explaining computational complexity of different games using constraint logic (by Demaine et al.) or classes like PPAD (under the context of Nash Equilibrium).
- Pre-print for the above work can be found at [arXiv:2012.07678](#).

## Christine

*Christine*

Oct 2020

- Discord-bot that moderates sexual harassment along with toxicity and depressive behavior using approaches such as sentiment analysis.
- Used 1.6 million tweets for constructing a working scale to measure depression from text messages. Python NLTK framework was used for the same.
- **Technologies Used:** Python, Google Cloud, JavaScript, Perspective AI.

---

## TECHNICAL PROJECTS

### Rogue One: a Game

*Rogue-One*

Apr 2021

- Implemented a space-ship battle game using WebGL. Further, designed an animated trailer for the game using Blender.
- **Technologies Used:** JavaScript, WebGL, Blender.

### Canswer Mobile App

*Caregrades Technologies Pvt. Ltd.*

Feb 2021 - Apr 2021

- Created a mobile app ([published in playstore](#)) for patient engagement and remote connected care along with a similar version designed for hospitals to connect them to patients directly.
- **Technologies Used:** JavaScript, Firebase, React JS, Python.

## Dotabase

*Dota2-Analyzer*

Sep 2020

- Analyzer for professional matches in popular game Dota 2. Implemented a fully functioning DBMS based on data scraped from OpenDota and built a suitable CLI using Python.
- **Technologies Used:** MySQL, Pymysql, Python.

## Mariam: a Linux Shell

*Mariam*

Aug 2020 - Sep 2020

- Basic shell/terminal implemented from scratch in C using Linux system calls. Includes piping, redirection, signal handling as well as extensive error handling.
- **Technologies Used:** C, Linux, Operating Systems.

---

## SKILLS

**Primary Languages:** C, C++, Python,  $\text{\LaTeX}$ , Bash, x86, Haskell  
**Quantum:** Cirq, Q#, Qiskit  
**Web:** JavaScript, React, HTML/CSS, MySQL, MariaDB  
**ML:** Tensorflow, Tensorflow Quantum

---

## INTERESTS

Quantum Computation and Information, Programming Language Theory, Algorithms and Optimization