BHUPENDRA KASTORE

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EDUCATION				
Year	Degree	Institution	Performance	
2015	B.T., Computer Science and Engineering	IIT Kanpur	8.2/10.0	
2011	Class 12 : CBSE Board	Kendriya Vidyalaya 2 GCF ,Jabalpur	88.8%	
2009	Class 10 : CBSE Board	Kendriya Vidyalaya 2 GCF ,Jabalpur	91.6%	

SCHOLASTIC ACHIVEMENTS

- Achieved an All India Rank (AIR) 210 in IIT-JEE'11 in which nearly 5Lac students appeared. Percentile: 99.95%
- Secured AIR 17 (State Topper) in AIEEE'11 in which nearly 11Lac students appeared. Percentile: 99.99%
- Secured AIR 18 in 13th National Science Olympiad (2010-2011) and AIR 54 in 12th National Science Olympiad(2009-2010)
- Secured AIR 32 in Kendriya Vidyalaya, Junior Mathematics Olympiad organised by Kendriya Vidyalaya Sangathan (2008-2009)
- Secured AIR 65 in 10th National Cyber Olympiad organised by Science Olympiad Foundation (2010-2011)

ALGORITHMIC PROGRAMMING

- Participated in ACM International Collegiate Programming Contest and was a regionalist at Kanpur and Amritapuri regions
- My team secured an overall 15th rank (1st from IIT Kanpur) in IOPC, Techkriti'14, annual technical festival of IIT Kanpur
- My team secured 2nd prize at XCEED'13 (optimization problem contest), organized by Kurukshetra'13, Anna University
- My team came 2nd in Instant (Algorithmic programming contest), organized by Techkriti'13, IIT Kanpur
- Best rating of 1385 in algorithm competitions at Topcoder (Handle: bhupkas) and 1710 in codeforces (Handle: bhupkas)

INTERNSHIP

<u>Linux Kernel Patch for Broadcom chipset (Samsung Research Institute, Noida)</u>

(May-July 2014)

Technology used: coding in C and Python, Lex and YACC, Eclipse IDE

- Android Application: Developed an application to ping devices on IPv4 and IPv6 addresses using socket communications
- Python based C function parser: The parser can detect C functions in all file inside a directory and insert desired statement
- Learning the packet flow: Analysed the complete flow and processing of packet transfer in Linux kernel
- Linux Kernel Patch: Updated Linux kernel customized for Broadcom chipset to pass and Android CTS test suit

UNDER-GRADUATE PROJECT

Sketch Based Video Retrieval

(July 2014- April 2015)

Technology used: C++, Java, Eclipse IDE, git

- The project aims at retrieving videos using user drawings based on pre-collected database of videos
- Query method uses the sketch of the main object of the video and the action flow of the video
- Representation: For feature extraction, decaf technique was used, which is rotation, translation and resolution invariant
- Classification: For kNN classification, a similarity technique, which learns the metric for better classification, LMNN, was used

PROJECTS

Compiler for C#: Compiler Design

(Jan-April 2014)

- Designed a C# compiler which can generate code for SPIM architecture with the following features support: basic data types, composite date, multi-dimensional arrays, operators, statements, functions (pass by reference and value, recursion)
- Input programs passes through four analysis stages (lexical analysis, syntax analysis, semantic analysis, and code generation) to give assembly code. Intermediate code was three address code, intermediate data structure used was abstract syntax tree

Document Clustering for Hindi and English documents: Artificial Intelligence

- Set of Hindi and English documents were clustered into various groups where the number of clusters was taken as input and then the corresponding seeds were generated randomly. The clustering algorithm used was k-means clustering algorithm
- The preprocessing of an input document was done by first removing the stop words, stemming the similar words to a single word, and then using then using the Bag of Words model with the remaining key words for document representation
- Similarity measures used for measuring the distance are Euclidean, Cosine, Pearson, Jaccard, Manhattan and Chebychev

Packet Sniffer: Computer Networks

(Aug-Nov 2013)

- Implemented a packet sniffing tool in C which was able to sniff packets of any type over both LAN and wireless network
- Based on parameters given, tool was able to filter packets based on their protocol type, length, interface type, destination
- Implemented P2P file sharing system(in socket programming) with central server to keep log of all the files shared by all users
- A user (client) gueries central server for file which in turn returns name of all users who have shared that file. Client could now connect with any listed user (server) and receive that file. Every user could be both Client and Server

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Extension of NachOS: Operating Systems

(Aug-Nov 2013)

- The project aimed at improvising various functionalities to Nachos, a single processor OS simulator implemented in C++
- Built support for multiprocessing and implemented various system-calls like Fork, Exec, Join, Yield. Implemented shared memory with the semaphore support to resolve synchronization issues and virtual memory support to run large programs
- Implemented various process scheduling algorithms such as **Random, First In First Out, Round Robin, Shortest Job First**. LRU several other page replacement algorithms were implemented to reduce page faults and effectively using main memory

Smallest Enclosing Circle (May-July 2013)

- Implemented the existing randomized algorithm for finding the smallest enclosing circle of given points in a 2D plane
- Analyzed the algorithm experimentally, and proved the average linear time complexity of the algorithm experimentally
- Designed online applets which shows how the algorithm works if a particular point is added to a given set of points

8 bit programmable computer on FPGA: Computer Architecture

(Jan-April 2013)

- Implemented 8 bit Programmable general Purpose Computer on FPGA using Verilog, based on load-store architecture
- The user can give two inputs and perform basic set of arithmetical and logical operation as indicated by operation code
- Using these operation functions like recursive and iterative Fibonacci(n), Timer, Factorial calculators were implemented

<u>Jigsaw puzzle</u> (Jan-April 2013)

- Developed a computer version of Jigsaw Puzzle using python, having different levels and an interactive user interface
- The interface displayed the original image along with the empty image box and the pieces of image scattered over the screen
- The interactive GUI was provided using wxPython. The user can drag and drop the piece of image at any specific position

Card Game 29 (May-July 2012)

- Developed a computer version of the card game 29 using python, having a single user player and three computer players
- Computer players uses elementary **Artificial Intelligence** algorithms and experience based heuristics to design their moves
- Provided an interactive GUI using wxPython, where the user can play a card from his cards by clicking the image of the card

Genetic Programming (Jan-April 2012)

- Implemented a genetic algorithm in C to solve the Brachhistochrone Problem where the path was divided into small steps
- Took the started and ending coordinates and generated random sample of intermediate coordinate and genetically improved the random path by changing the values of coordinates with some probability till an almost optimal solution was achieved

TECHNICAL SKILLS		
Programming Languages	C, C++, Python, HTML, PHP, Java Script, Assembly Language ,Verilog, mysql	
Platforms	Windows, Linux, Android	
Tools	Django, LaTeX, Beamer, Yacc, Make, Shell, GNU Octave, GDB, wxPython, PYgame	

RELEVANT COURSES

Computer Science: Operating Systems, Computer Networks, Compiler Design, Theory of Computation, Randomized Algorithms, Artificial Intelligence, Design and Analysis of Algorithms, Introduction to Computer Organisation, Data Structures and Algorithms, Machine Learning Tools and Techniques, Database Management Systems

Mathematics: Discrete Mathematics, Multivariable Calculus, Differential Equations, Linear Algebra, Introduction to Mathematical Logic, Probability and Statistics

POSITIONS OF RESPONSIBILITY

• Student Guide, Counselling Service

- o Mentored 6 freshmen students and assisted them in getting familiar to the college environment
- o Assisted in the successful organization of the orientation program for the benefit of around 880 students in IIT Kanpur

Senior Web Executive, Techkriti'13

- o Contributed in designing and developing the main website for the Annual Technical Festival of IIT Kanpur, Techkriti'13
- Managed various event pages and automated registration process using content management system

Assistant Coordinator, Software Corner, Techkriti'13

- o Managed the organization of four programming events under Software Corner in which over 35 teams participated
- o Contributed in designing the problem statements and coding problems for the various programming events

Pool Captain, Takneek'13

- o Supervised scientific and technological events from Rajput pool, leading a contingent of around 250 participants
- o Ensured healthy participation and smooth conduction of the annual intra IIT Kanpur technical festival, Takneek'13

Hall Captain, Takneek'13

- o Supervised the hall level scientific and technological activities, leading a contingent of around 200 participants
- o Led the team to victory with the greatest margin ever recorded in IIT KANPUR inter-hostel technical festival

EXTRA-CURRICULAR ACTIVITIES

- <u>Product Designing:</u> Won 3rd prize in IIT Kanpur in design competition, HUL CODE, conducted by Hindustan Unilever Limited, where we designed products catering to the future needs of the customers
- Robotics: Participated in robotics events in Takneek'11, where the robot had to perform object recognition and manipulation
- <u>Programming:</u> Won 2nd prize in Weekend Programming Contest organized by Programming club, IIT Kanpur