

http://member.acm.org/~adrishd rickdev1998@gmail.com | +918159052134

EDUCATION

EXPERIENCE

NETAJI SUBHASH ENGINEER- INTERNSHALA | CAMPUS AMBASSADOR **ING COLLEGE**

Jun 2018 - August 2018 | Kolkata, India

B.Tech - Computer Science and

Engineering

Expected May 2021 | Kolkata, India

CGPA: 7.59/10

GURUDAS TARASUNDARI INSTI-TUTION

Grad. May 2017 | Berhampore, Murshidabad, India WBCHSE: 82.4%

MARY IMMACULATE SCHOOL

Grad. May 2015 | Berhampore Murshidabad, India ICSF: 94.33%

LINKS

Github://captain-pool LinkedIn://captain-pool YouTube://

UCc6GiWDMPOuCDhngnwLVZrw Twitter://@Dev Adrish 1998

COURSEWORK

UNDERGRADUATE

Data Structure and Algorithms Computer Organization

TEACHING

GOOGLE DEVELOPER'S **DENTS CLUB**

Guest Coordinator at the biggest MLCC Study Jam, Kolkata

SKILLS

PROGRAMMING

Work Experienced

- Python LATEX
- C CSS PHP Javascript
- Shell C# HTML5/CSS

Familiar:

• C++ • MySQL • Linux Kernel API • Arduino

EXTRA CURRICULAR

GNX - The official Linux User Group(NSEC): President

AWARDS

2018 National NASA SpaceApps Challenge Finalist 2018 $2^{nd}/150$ teams NASA SpaceAppsChallenge Regional 2018 Regional ACM Kolkata Chapter B.Tech Awards Finalist

PERSONAL PROJECTS

SAAVN DOWNLOADER

The project uses Man-in-the-middle attack to download free music from a famous Music Streaming Company, Saavn.

Language Used: Python The project is open-sourced at:

https://github.com/captain-pool/saavn_downloader/

6.042 RULES! WEBSITE

6.042 Rules! was a free online course for teaching MIT's 6.042 J Class, coordinated by students who have taken this class. The Web Platform is taken down, however, around 300 students from around the globe registered for this course, when it was hosted.

Languages Used: PHP7(Backend), JavaScript(Frontend Scripting)

The Course website is open-sourced at:

https://github.com/captain-pool/6.042-Rules-Website

PLAYIT

A lightweight Windows Metro Media Player App

Language Used: C#.NET

The project is open-sourced at: https://github.com/captain-pool/Play It

DEEP CONVOLUTIONAL STU- GENERATIVE ADVERSARIAL NETWORK

Implemented https://arxiv.org/pdf/1511.06434.pdf using Keras

Language Used: Python

Code open-sourced at: https://github.com/captain-pool/DC-GAN