

# Mehthab Saheba Shaik

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## Education

- 2016–2020 **B.Tech (Hons.), Electronics and Communications Engineering**, *International Institute of Information Technology (IIIT)*, Hyderabad, India, *CGPA - 7.95/10*.
- 2014–2016 **Senior Secondary, Telangana Board of Intermediate Education**, *Sri Chaitanya Junior College*, Hyderabad, India, *Percentage - 96.3*.
- 2012–2014 **Secondary, ICSE**, *Gitanjali Senior School*, Hyderabad, India, *Percentage - 95.33*.

## Projects

C, **Linux Shell**.

[\[link\]](#) Created a bash shell with features like piping, redirection, background & foreground processes, etc.

Python, **Dropbox**.

[\[link\]](#) Used socket programming to develop a dropbox like application that downloads files from a peers storage directory and vice-versa .

Python/C++, **Extreme Tic-Tac-Toe Bot**.

[\[link\]](#) Developed an agent that guesses the optimal move using minimax algorithm with alpha-beta pruning, and a smart heuristic function.

C++, CUDA, **Parallel Recommender System**.

[\[link\]](#) Implemented parallel SVD for learning recommender matrix.

Python, torch, **ANI-1 5 Molecules**.

[\[link\]](#) Implemented ANI-1 model using 5 NNPs to predict atomic energies from Bahler-Parinello Symmetry functions of molecules.

**[Non-Technical] Too Short to Mushroom** .

[\[link\]](#) Designed a Board game using elements from chess and ludo.

Java, **BDI-Agents** .

[\[link\]](#) 4 agents of belief-desire-intention model interact with an environment(30x30 plane board) and objects(fences) to reach goal.

## Relevant Courses Taken

Statistical Methods in AI, Computer Programming, Data Structures, Algorithms and operating Systems, Discrete Mathematics, Group Theory & Linear Algebra, Probability & Random Processes, Computer Architecture, Communication Networks, Intro to Parallel Scientific Computing, Topics in Applied Optimization, Mobile Robotics, Machine Learning for Natural Sciences, Adaptive Signal Processing.