

Arpit Sahu Electrical Engineering Indian Institute of Technology Bombay 190070010 B.Tech. Gender: Male DOB: 04-06-2001

Examination	University	Institute	Year	CPI / %
Graduation	IIT Bombay	IIT Bombay	2023	
Intermediate	HSC	Sarvodaya Sr Sec School	2019	92.40%
Matriculation	CBSE	Maharishi Vidya Mandir	2017	10

Pursuing a Minor in Entrepreneurship at Desai Sethi School Of Entrepreneurship, IIT Bombay

### SCHOLASTIC ACHIEVEMENTS

- Secured All India Rank 1381 in JEE Advanced among 0.2 million candidates ['19]
- Achieved a percentile of **99.53** in **JEE Main** out of **1.2 million** candidates ['19]
- Recipient of the prestigious Kishore Vaigyanik Protsahan Yojana (KVPY) fellowship ['19]
- Awarded Certificate of Merit by the Central Board of Secondary Education for ['17] outstanding performance and obtaining A1 grade in all the five subjects

### PROFESSIONAL EXPERIENCE

### Cyber Security Intern | Cyble

[Dec '21-Jan '22]

- Researched to highlight mertics for analyzing security posture over cybersecurity dashboard
- Developed POC for hardware asset monitoring by performing analysis over asset sheet
- Designed backend using Flask and implemented Rest API for sending JSON data

#### Controversial Advertisement Analysis | IIM Rohtak

[Mar '21-Jun '21]

Guide: Prof. Amit Anand Tiwari

- Analyzed dynamics of opinion polarization on YouTube over controversial advertisements
- Applied Sentiment Analysis over extracted comments to categorize users on basis of polarity
- Visualized the **static social network** performance for **dynamical opinion formation** on structured data over different timelines and followed this for **15**+ videos of **7** brand campaigns

#### Web Development Intern | Sahu Technologies

[Dec '20-Jan'21]

- Coordinated with a team to develop company's webpages using HTML, CSS, and Javascript
- Used Google Maps API to create a responsive contact us page incorporating Google Maps
- Edited existing code base to improve browser compatibility and mobile responsiveness

#### KEY PROJECTS

#### Virtual Reality Project

[Mar '20-Jul '20]

Tinkerers' Laboratory | IIT Bombay

- Created a 3D virtual environment of a human being in city using the Unity Game Engine
- Designed and spearheaded the functioning of inventory system and various UI elements
- Gained knowledge on various aspects of game development like **level design**, **collision detection**, **scene handling**, **animations**, C# scripting, canvas, and physics simulations

# NewsByte | News Application

/May '21/

 $Self\ Project\ |\ Android\ Development$ 

- Designed a simplistic news application providing the latest updates using MVVM architecture
- Fetched data from News API using Retrofit and displayed updated news with Recycler View
- Implemented offline cache feature using the Room database by applying Repository pattern

## Hangman Game | Microprocessors

Course Project | Guide : Prof V. Rajbabu, Prof S. Vijayakumaran

- Programmed the word game on the Atmel AT89C51 Micro-controller with an LCD Module
  - Coded the micro-controller in Embedded C using the Keil μVision and Flip softwares
  - Used **UART** Module and **RealTerm** software for interfacing between keyboard and controller

#### Python Web Scraping

[May '21]

Self Project | Web parsing a UK based fashion apparel website

- Developed a Python program using **Beautiful Soup** library to scrape useful data from website
- Designed an algorithm to accommodate pagination to scrape whole data from multiple pages
- Extracted and stored product description images in different directories and programmed to preserve essential metadata such as brand-name, product-id, and price in the csv format

## Business Model Development | Entrepreneurship Project

[Autumn '20]

Course Project | Guide : Prof. Rajen Jaswa

- Developed Business Model Canvas to evaluate value proposition along with product development
- Designed prototype website informing students about various housing solutions in their budget
- Propagated our **Business Model Canvas** of project to a panel of senior faculty as a part of pitching expedition and undertook field work for customer discovery and customer validation

### POSITIONS OF RESPONSIBILITY

## Co-ordinator | Techfest, IIT Bombay

[Apr '20-Dec '20]

Asia's Largest Science & Technology Festival

Web	<ul> <li>Part of a team responsible for designing and creating Official Techfest Website</li> <li>Contributed in creating College Ambassador Portal catering over 8000 students</li> </ul>	
Marketing	<ul> <li>Ideating upon and negotiating digital brand integrations with a wide range of virtual events during the festival targeting Indian youth for 20+ companies</li> <li>Assisted in implementation of Techfest World MUN with target of 400+ delegate</li> <li>Conceptualizing online events for Techfest to adapt to the online format</li> </ul>	

#### TECHNICAL SKILLS

Languages C++, Python, Kotlin, VHDL, Embedded C

Web Development HTML, CSS, Javascript, Bootstrap, SQL, Django

Softwares Android Studio, AutoCAD, Git, LATEX, Unity, GitHub

### EXTRA CURRICULAR ACHIEVEMENTS

- Volunteered 80+ hours of social service under National Service Scheme, IIT Bombay ['19]
- Amongst top 10 finalist selected out of 50 teams for ENT quiz conducted by EnB club ['21]
- Successfully completed the **Stock Market Basics** module by Zerodha Varsity ['21]
- Worked as an **Organiser** in **Techfest**, responsible for assisting international artists, organizing their performances and contributed to overall logistics during events of Ozone ['19]
- Designed and fabricated a **Bluetooth Controlled Bot** that can be maneuvered through an Android app for a competition competing against **150 teams** by ERC club, IIT Bombay ['19]
- Built a Radio Controlled Plane with a foam body, using servo motors for wing control in the RC Plane competition conducted by the Aeromodelling Club, IIT Bombay ['19]
- Participated in Crossy General Championship, Inter-Hostel Marathon at IIT Bombay ['19]

[Spring '21]