Pursuing Minor in Computer Science and Engineering

SCHOLASTIC ACHIEVEMENTS ____

• Secured All India Rank 338 in JEE (Advance	ed) among $1,40,000+$ students	(2021)
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- Achieved All India Rank 124 in JEE (Main) among 9,00,000+ students (2021)
- Secured All India Rank 82 in KVPY 2021 SX Stream, held by IISC, Banglore (2021)
- Recipient of the prestigious NTSE Scholarship by NCERT, Government of India (2019)

OLYMPIADS & COMPETITIONS _

- Among the **National** Top 1% in Indian Olympiad Qualifier in Chemistry (IOQC) (2021)
- Among the **State** Top **1**% in Indian Olympiad Qualifier in Astronomy (IOQA) (2021)
- Achieved State Rank 3 in State Scholarship Exam conducted Govt.of Maharashtra (2017)
- Achieved State Rank 6 for two years in Maharashtra Talent Search Exam (MTSE) (2019,2018)

KEY PROJECTS -

Student Satellite Program IIT Bombay

A 70+member student team striving to make IIT Bombay a centre of excellence in space technology

• CubeSat | Guidance and Navigation(GNC) Subsystem

(May '22 - Present)

A Nanosatellite mission to be proposed to ISRO for launching into Low-Earth Orbit (LEO)

- · working on the **Multiplicative Extended Kalman Filter** (MEKF), which will be the estimator used on Cubesat and on the **QuEst** algorithm, used to find the initial attitude estimate
- \cdot currently working on the **Estimator** block in **CLS** to optimize the **attitude** of the satellite
- · wrote and tested the code for Extended Kalman Filter for attitude estimation of a quadrotor

• Kalman Filter | Learning Task

(Apr '22 - May '22)

- · learnt about Random vectors and processes, estimation techniques like **least square** estimation, Best Linear Unbiased Estimator(**BLUE**) and Minimum Variance Unbiased Estimator(**MVUE**)
- · studied about the **Kalman Filter Algorithm** and its derivation, and implemented the algorithm for estimating the position and velocity of an object undergoing oscillatory motion

• Attitude Parametrization | Mini Project

(Mar '22)

- studied about different types of methods to represent attitude of a satellite, like Euler Angles, Rotation vector, Rotation matrix, and Quaternion and their drawbacks, like Gimbal Lock
- · studied about the **Euler Rotation Theorem**, Motion in Rotating frames and **Transport theorem**, and numerical methods of Integration like **Runge-Kutta** (RK) methods
- · wrote and tested the code for interconversion between different parametrizations of attitude

Data Science Project

• Real Estate Rent Prediction Model | DS Minor Project

(Autumn '22)

- Guide: Prof Amit Sethi
- · Scraped and collected data about factors affecting rent from various resources available on web
- · Analyzed different types of data using python libraries like NumPy, Pandas, SciPy, Seaborn
- · Performed EDA on factors like location, size, interior and predicting models using MLE parameters
- · Trained and tested machine learning models like Linear, Lasso and Ridge Regression on the data

VHDL Projects | Digital Systems Lab

Guide: Prof Maryam Shojaei

• Sequence Detector

(Autumn' 22)

- · Designed a Sequence Detector Meale Machine which detected a alphabetical sub sequence inside a given sequence using Behavioural Description
- Arithmetic and Logic Unit

(Autumn' 22)

- · Implemented a basic **Arithmetic and Logic unit**, using Behavioural Description
- · Verified the outputs of the implemented code using Scanchain Mechanism on Xenon Board
- Sequence Generator

(Autumn' 22)

· Designed a sequence generator **Finite State Machine** using sequential circuit elements like **Data(D) Flip Flops** in **Structural Modelling mechanism** and verified output on Xenon Board

• Multiplier

(Autumn' 22)

· Designed a 4x3 binary multiplier using Behavioural description and verified the outputs using Scanchain mechanism on Xenon board

· Ripple Adder

(Autumn' 22)

· designed a Ripple carry adder using Full Adders using Behavioural description

Implementing CPU in VHDL | EE 224 Course Project

Guide: Prof Virendra Singh

- Designed a **16 bit CPU** having 8 general purpose registers, based on given Instruction Set Architecture that contained 14 different instructions and used **point to point communication** infrastructure
- Simulated the working of the CPU and the controller Finute State Machine in VHDL

Bubble Trouble | Course Project

(Autumn' 21)

CS101 course project | Prof Parag Chaudhari

- Enhanced an GUI based bubble shooting game with C++ using Simplecip graphics
- Added a variety of features like splitting a bubble into multiple bubbles with varying speeds
- Implemented a Health counter of the shooter and a time counter using classes and strings
- Added levels and increased difficulty of each level in the game using Object Oriented Programming

TECHNICAL SKILLS

Languages | Python, MATLAB, SImulink, C++, VHDL, HTML

Libraries Numpy, Scipy, Matplotlib, Pandas Softwares AutoCad, Quartus, Git, LATEX

KEY COURSES UNDERTAKEN

Electrical Engineering Control Systems*, Miccroprocessors*, Probability & Random Processes,

Analog Circuits, Digital Circuits, Signal Processing

Programming Data Structures and Algorithms*, Data Science, Computer Programming

Maths and Physics Matrix Computations*, Differential Equations, Complex Analysis, Calculus, Linear Algebra, Quantum Physics, Electromagnetism

* to be completed by Spring 2023

Extracurriculars —

• Among the top Qaurtile students who participated in the Simon Marais Maths Competetion (2022)

• Built a Ultrasonic Radar Detection System using Arduino micro controller (2019)

• Actively engaged in Competitive Programming and currently a 2 star coder on Codechef

• Secured Rank 5 in Chess Tournament Freshie Rapid Open, organised by IIT Bombay (June '22)

• Underwent excessive training in **Chess** under by **National Sports Organisation** (2021)

• Participated in All India Open University Chess Tournament under Avahan IIT Bombay

• Participated in **All India Chess League** 3.0 and 4.0 in which IIT Bombay bagged **1st** position in both the years in which all major Indian Universities participated