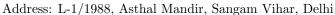


Anish

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Education

Indraprastha Institute of Information Technology, Delhi

B. Tech in Computer Science Engineering

Tinu Public School

CBSE - Class 12 (PCM + CS)

Tinu Public School

CBSE - Class 10

Aug 2022 - Jun 2026

CGPA: 7.11/10 Apr 2021 – Feb 2022

Percentage: 91%

Apr 2019 - Mar 2020

Percentage: 77%

Skills

Programming Languages: Python, Java, C++, C, Kotlin, JavaScript, HTML, CSS, SQL

Frameworks & Libraries: ReactJS, ExpressJS, NodeJS, JavaFX, Jetpack Compose, Matplotlib, NumPy, Pandas, Scikitlearn, PyTorch, TensorFlow

Tools and Technologies: Git/GitHub, MySQL Workbench, Google Colab, VS Code, IntelliJ, Ubuntu (WSL), PyCharm, NS-3, Figma, Canva, Docker, Firebase, Nginx, PM2

Technical Areas: Machine Learning & NLP, Data Structures and Algorithms, Operating Systems, Computer Networks, Algorithm Design and Analysis, Database Management Systems, Information Integration and Applications, Artificial Intelligence, Mobile Computing

Work Experience

Full-Stack & Security Engineer - Research to Commercialization

May 2025 - July 2025

Advisor: Dr. Anuj Grover

Technology Stack: React.js, Node.js, Express, FastAPI, Docker, MongoDB, Firebase

Website: r2c.iiitd.edu.in

- Built a secure full-stack portal with React.js, Node.js, and MongoDB for researchers to upload studies and auto-populate metadata using an integrated Python-based model
- Strengthened data protection by implementing comprehensive security protocols, including Firebase Auth, rate limiting, and encrypted storage, with zero reported data breaches throughout the project

Platform Developer - Office of Tech Transfer & Management, IIIT-Delhi

Jan 2025 – Apr 2025

Technology Stack: MERN Stack, Kotlin, XML, Python, RAG, Firebase, Nginx, PM2, Excel Automation, React Admin, FastAPI

Website: otmt.iitd.edu.in

- Led full-stack development of the OTMT platform, building a MERN web app, a Kotlin/XML Android app, and a React-based admin dashboard
- Developed an automated brochure generation tool that auto-populated designed templates using Excel inputs and backend data mapping
- Integrated a RAG-based chatbot for user queries and managed production deployment using Nginx and PM2; handled outreach and user onboarding

EpicQuest Learning - Lead Teaching Assistant

May 2024 – May 2025

- Collaborated with Mr. Tilak Mishra (University of Pennsylvania alum), CEO of the firm, to design and deliver comprehensive app development curriculum for over ten high school and university students; enhanced student learning outcomes, resulting in a 20% increase in sign-ups and student engagement
- Conducted in-depth research on emerging solutions for SDGs and implemented app development and design thinking strategies for students to build and grow their leadership projects

Projects

Document Scanning Android App

Jan 2025 – Apr 2025

Technology Stack: Kotlin, Jetpack Compose, C++, Google ML Kit

Individual Project

- Developed a native Android document scanning app achieving 98% OCR accuracy and 90% text-to-speech clarity using Google ML Kit
- Automated edge detection and enhancement, reducing manual crop time by 75%

Deception Detection in Diplomacy Dialogues

Jan 2025 – Apr 2025

Technology Stack: Python, TensorFlow, GCNs, NLP, Transformers

Team Project (Size: 2)

- Architected a hybrid deep learning model combining a Transformer encoder for text with Graph Convolutional Networks (GCNs) to process contextual game-state graphs for deception detection
- Preprocessed a dataset of 17,000+ messages; applied down-sampling to address class imbalance, achieving 85.8% accuracy and a 0.60 Macro F1-score on the held-out test set

Advanced NoC Design & Simulation

Aug 2024 – Dec 2024

Technology Stack: Gem5, HeteroGarnet, Python, SystemC

Team Project (Size: 2)

- Designed and implemented novel Network-on-Chip (NoC) configurations from scratch using HeteroGarnet
- Benchmarked system performance in Gem5 under diverse traffic patterns, informing scalable architecture decisions

Stick Hero Game Oct 2023 – Nov 2023

Technology Stack: Java, JavaFX, FXML, Multithreading, JUnit, OOP, Design Patterns

Team Project (Size: 2)

- Developed a JavaFX stick-man arcade game with cherry collection mechanics at 60 FPS and less than 5ms input latency
- Ensured code quality with JUnit testing covering 90% of code paths and multithreading for 100 concurrent animations

Mini Operating System

Oct 2023 - Dec 2023

Technology Stack: C, Linux, Git, Java, WSL

Individual Project

- Engineered a priority-based CPU scheduler in C, decreasing average process turnaround time by 15% under heavy multiprocess workloads, enhancing system responsiveness
- \bullet Streamlined shell and ELF loader with 100% lazy-loading success, reducing memory footprint by 30%

Positions of Responsibility

• Class Representative, Class 12: Acted as the primary liaison for 80+ students, conveying feedback to faculty while organizing class-wide academic initiatives

Awards and Achievements

- Won college foosball tournament, demonstrating competitive spirit and strategic thinking in high-pressure situations
- Solved over 300 algorithm and data structure challenges on LeetCode and GeeksforGeeks, demonstrating strong problemsolving skills and algorithmic thinking through consistent practice and optimization

Certifications

- Machine Learning Specialization (Coursera): Regression, Neural Networks, Clustering
- Data Structures and Algorithms (Udemy): Trees, Graphs, Hashmaps, Algorithms

Interests and Hobbies

• Playing badminton and foosball

Declaration: The above information is correct to the best of my knowledge.

Anish

Date: September 2, 2025