

Venkata Dinesh Kota Computer Science & Engineering Indian Institute of Technology Bombay

120050051 B.Tech. Male

DOB: 28-7-1994

Examination	University	Institute	Year	CPI / %
Graduation	IIT Bombay	IIT Bombay	2016	6.99
Secured 94.5% in Board of Intermediate Education, Andhra Pradesh				[2012]
Secured 90.67% in SSC Board, Andhra Pradesh				[2010]
SCHOLASTIC A	ACHIEVEMENTS			
Secured All India rank 243 in IIT-JEE out of 5,00,000 students				[2012]
Secured All India rank 16 in ISAT				[2012
Was awarded NTSE scholarship				[2008
 Secured AIR 6 in SIMO, AIR 7 in AMTI Mathematics Olympiad and State 2nd in APAMT 				[2007
 Secured State 3rd in Unified Council 			[2008	
 Secured 	 Secured 99.69 and 99.75 percentile in Unified Council IMO in consecutive years 			[2008,2009
INTERNSHIP A	ND RESEARCH EXPER	RIENCE		

SMARTRON – Remote Rendering Pipeline for Android

[Summer 2015]

Guide: Adnaan Badr, Sr. Software Engineer, Smartron

- Worked on APITrace, an open source project, which is used to capture the frames which are being
 displayed and make a trace file out of it. The trace file created contains several frames, these frames are
 filled with EGL calls. This trace file data streamed over network and can be replayed on phone using
 Retracer app
- The basic idea behind the project is to **remotely display** the contents of the Smartphone on to another basic display, thus the Smartphone can be ripped of its display and use any display to view and Interact with the phone
- Started with System level Tracing and worked on the Source code to make it run on specific Android API level(API 19), version 4.4.2 and Ported it to work on Android version 5.0

R&D Project: Mic App [ongoing]

Guide: Prof Bhaskaran Raman

- Developing an Android App which is used by students and professor as a means of communication.
- The app streams what is being said by the students to professor's smart phone, so that he/she can play through his/her mike

Undergraduate Dissertation: Vulnerabilities in Web Security

[ongoing]

Guide: Prof Bernard Menezes

- Understanding the working of different attacks that are possible on Web Applications such as XSS, HTML Injection, SQL Injection, CSRF, Clickjacking by exploring them in WAVDP
- Planning to implement a Google Chrome Extension to prevent various attacks such as Attribute Injection, Clickjacking attacks and XSS vulnerabilities

ACADEMIC PROJECTS

Food Ordering System [autumn 2014]

Guide: Prof. Nandlal L.Sarda

- Designed and developed a **Web portal** for managing online orders.
- Implemented entities such as Users, Sellers, Orders in JAVA and modelled them using E-R diagram
- Deployed this using Apache Tomcat server with **PostgreSQL** as back-end and **JSP** as front-end

Simple HTTP Server [autumn 2014]

Guide: Prof Varsha Apte

• Implemented a **HTTP server** which functions according to the standard HTTP protocol using socket programing in **java** which loads HTML file into a standard browser

• Implemented HTTP1.1 features like persistent connections, Keepalive timeout, mutli-threaded server

OS Simulator [spring 2015]

Guide: Prof. Dhananjay M.Dhamdhere

- Implemented different **thread scheduling** algorithms like round robin with time-slice, multilevel scheduling and kernel and user level threads in Geek OS
- Implemented an algorithm to **detect deadlocks** when many processes are requesting for resources

Compilers Project [spring 2015]

Guide: Prof Amitabha Sanyal

- Designed a compiler for C-style programming language which detects syntactic and semantic errors and outputs an assembly file which uses minimum number of registers for arithmetic expressions
- The lexical analyzer was implemented using **flex** and the parser was implemented using **Bison**

Steam Locomotive Simulation Using Box2D

[spring 2014]

Guide: Prof Parag Chaudhuri

Simulated a working Steam Locomotive in C++ using Box2D, a physics simulation library

Sudoku Puzzle Game [spring 2013]

Guide: Prof Amitabha Sanyal

- Implemented Sudoku game where random puzzles are generated for solving, using PLT Scheme
- Implemented a verifier for correctness of partially solved Sudoku and to solve the Sudoku

Project PACMAN [autumn 2012]

Guide: Prof Abhiram Ranade

- Recreated the classical game Pacman in **Simplecpp**
- Implemented the logic for different motions and decision making of ghosts for chasing the pacman

KEY COURSES UNDERTAKEN

Algorithms and Data Structures, Automata theory, Computer Architecture, Operating Systems, Computer Networks, Artificial Intelligence, Databases, Compilers, Network Security and Cryptography

POSITION OF RESPONSIBILTIES

• Department Sports Secretary, CSEA Council

[2013-14]

Department Joint Secretary, CSEA Council

[2014-15]

Department Mentor, CSE DAMP

[2014-15,2015-16]

• Department General Secretary, CSEA Council

[2015-16]

INTERESTS AND EXTRA-CURRICULAR ACTIVITES

- Part of hostel 3 drama team , placed first in freshizza(a first-year students hostel dance competition)
- Represented Hostel 7 in Kho-Kho GC and were placed 3rd in 2013-14 and 2nd in 2014-15
- Regularly play basketball and Table Tennis