

## EDUCATION

- Indian Institute of Technology Gandhinagar** **CGPA: 9.45/10**  
• *Bachelor of Technology in Computer Science and Engineering* *October 2022 – May 2026*

## EXPERIENCE

- Computer Vision, Imaging, and Graphics (CVIG) Lab, IIT Gandhinagar**  
(Summer Research Intern — Advisor - Prof. Shanmuganathan Raman) — [Project Link](#) *May 2024 - July 2024*
  - Researched Variational Autoencoders, Vector-Quantized VAEs, GANs, and Diffusion Probabilistic Methods.
  - Implemented Unconditional Latent Diffusion Model on CelebAHQ-Mask dataset and performed Image Inpainting tasks using the trained LDM and implemented Deep Convolutional GAN on MNIST and CelebA datasets.
  - Investigated GAN inversion for image compression and editing using StyleGAN architecture.

## SELECTED PROJECTS

- Sparsifying Networks while Preserving Communities**  
(Advisor - Prof. Anirban Dasgupta, IIT Gandhinagar) — [Project Link](#) *April 2024*
  - Leveraged NetworkX and CDLib to extract community structures from sparsified graphs and compared them with baseline sampling techniques like random edge sampling and edge betweenness based sampling.
  - Implemented graph sparsifying techniques by edge sampling (clustering coefficients, effective resistance) especially Local Jaccard Similarity based (L-Spar) to achieve an average Normalised Mutual Information (NMI) score of 80%.
- Text Generator Streamlit Application**  
(Advisor - Prof. Nipun Batra, IIT Gandhinagar) — [Interface Link](#) — [Project Link](#) *March 2024*
  - Engineered a pipeline model for next character prediction based on previous  $k$  characters.
  - Fine-tuned models on various corpora, including Gulliver's Travels, English Wikipedia 8, Atomic Habits, Tolstoy's Essays, and Alice in Wonderland, with different embedding sizes.
  - Deployed a Streamlit application to enable users to graphically select various hyperparameters for the trained models like varying the token embedding dimensions from 15, 25, till 50.
- Logical Puzzle and Graph based Games developed using C and C++**  
(Advisor - Prof. Balagopal Komarath, IIT Gandhinagar) — [Project Link](#) *Aug 2023 - Nov 2023*
  - Developed games like Connect4, Up-it-Up, Sudoku Solver, and 2x2x2 Rubik's Cube Solver using optimal move strategy between two player moves and graph traversal algorithms.
  - Harnessed SFML library of C++ with Entities, Components, Systems paradigm for designing interactive games.
- Child Safety Monitoring App**  
(Advisor - Prof. Nithin V. George, IIT Gandhinagar) — [Project Link](#) *Oct 2023 - Nov 2023*
  - Designed an Android application for a smart bicycle with embedded sensors from a device to ensure child safety.
  - Integrated MATLAB's Simulink Support Package for Android Devices and configured TCP/IP models for efficient data transmission between the child's and parent's devices.

## PROGRAMMING SKILLS

- Languages:** Python, C, C++, Verilog, HTML, CSS, Javascript.
- Technologies:** Xilinx Vivado, L<sup>A</sup>T<sub>E</sub>X, Quarto, Git, Adobe Illustrator.
- Libraries:** PyTorch, NumPy, SciPy, Pandas, Seaborn, Scikit-Learn, Streamlit, TSFEL, SFML (C++).

## ACHIEVEMENTS AND POSITIONS OF RESPONSIBILITY

- Core Committee Member, Amalthea '23** (*Annual Technical Summit of IIT Gandhinagar*) *April 2023 - Feb 2024*
- General Member, Technical Council, IIT Gandhinagar** *May 2023 - April 2024*
- Awarded for **Academic Excellence** for highest CPI in AY 2022-23.
- Felicitated with **Dean's List Award** IITGN for **Semester I, II, IV** for excellent academic performance.
- Secured All India Rank of **1297** in the **JEE (Advanced)** and All India Rank of **598** in the **JEE (Main) 2022** Exams.

## RELEVANT COURSES

Data Structures and Algorithms II (*Algorithms Design*) [A<sup>-</sup>] • Machine Learning [A] • Introduction to Data Science [A] • Signals, Systems, and Random Processes [A] • Probability, Statistics, and Data Visualization [A] • Calculus of Single Variable and Linear Algebra [A<sup>+</sup>].