

## Prakhar Agarwal

B.Tech Student

Computer Science and Engineering

MANIT Bhopal, India

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## Academic Detail

Year	Degree	Institute	Percentage/CGPA
2014- Present	B. Tech in Computer Science	Maulana Azad National Institute of Technology, Bhopal	CGPA = 9.51/10
2014	Class XII CBSE- AISSE	Kendriya Vidyalaya,IFFCO	96.6%
2012	Class X CBSE- AISSE	Kendriya Vidyalaya, IFFCO	CGPA = 10/10

## Projects

**Text Classification: Using Convolutional Neural Networks** (Under the guidance of Prof. Sweta Jain, MANIT Bhopal)

- The CNN model developed using tensorflow is used to classify standard datasets – MR dataset and 20 newsgroup dataset. Further comparative analysis is performed with Support Vector Machines.
- **Technologies Used:** Python, Tensorflow
- **Role Played:** Lead a team of 4 members responsible for developing the system

**Kreepy: The Keylogger** (User activity monitoring tool)

- The Keylogger made in JAVA can track the keyboard events, active application change event, unauthorized access, takes screenshots, captures users photo via webcam and sends user reports to email periodically.
- **Technologies Used:** Java
- **Role Played:** Lead Developer

**Flying Mania: Game in C++**

- The game was developed in C++ with the help of SDL (Simple Direct Media Layer Graphics Library).
- **Technologies Used:** C++, SDL library
- **Role Played:** Lead Developer

## Work Experience

### **Summer Intern at United Health Group- Optum, Hyderabad India (May 2017 - Present)**

- Implemented Dirty Checking Framework for Value Based Care product leading to performance improvements and as a generic utility that can be used by whole organisation.

Technologies Used: Java, Hibernate framework, Spring AOP, Maven, Junit testing

### **Summer Intern at Indian Institute of Technology (IIT) Bombay, India (May 2016 - July 2016)**

([http://developers.iitb.ac.in/rainbow/projects/prj\\_4\\_ct](http://developers.iitb.ac.in/rainbow/projects/prj_4_ct))

- Contributed in the open source project for developing a platform where educational games for students of different age groups can be developed as per the needs of instructors.

Technologies Used: Unity3d game engine, C# scripting, JS scripting, Android Programming

## Computer Skills

**Technologies known:** Java, C/C++, Python, MySQL, JavaScript, HTML, CSS, Bootstrap, Shell scripting, Hadoop, MATLAB

## Extra-Curricular Activities

- Member of Google Developers Group, Hyderabad– among the 100 participants selected to attend seminar on Progressive web apps.
- Took part in **MediaWiki Hackathon** on 26<sup>th</sup> June 2016 at IIT Bombay, Mumbai.
- Participated in **20<sup>th</sup> National Children Science Congress**( KV National level)- 2012