

RAJBIR MALIK



ACADEMIC DETAILS					
Year	Degree / Board	Institute	GPA / Marks(%)		
	B.Tech in Computer Science & Engineering	Indian Institute of Technology, Delhi	9.655		
2017	CBSE Senior School Certificate Examination	Pratap Public School, Sector-6, Karnal	91.6%		
2015	CBSE Senior Secondar Examination	Pratap Public School, Main, Karnal	10		

SCHOLASTIC ACHIEVEMENTS

- IITD Merit Award: Honoured for being among the top 7% academic performers of the Institute in the I, II and IV semester.
- Software Design Practices: Secured the highest score of 97.33% in 'COP290: Design Practices' course
- Israeli Council for Higher Education : Awarded scholarship by ICHE for attending TAU summer school on merit basis.
- Global Engineer Leadership (GEL) Scholarship: Awarded GEL scholarship for summer internship program 2019 at NTHU.
- Program Change IITD: Selected for change of program by being institute rank 5 at the end of first year. (CGPA 9.94/10)
- Joint Engineering Exam Advanced : Secured an All India Rank of 154(GE), with a perfect score of (122/122) in mathematics
- KVPY Fellow: Selected for KVPY fellowship award in the categories SX (2017) and SA (2016) awarded by DST India.
- Regional Mathematics Olympiad: Cleared RMO-2016, acquiring national rank 7, and qualified for INMO-2017.

PROJECTS

• Pipelined ARM Instruction Processor

[February 2019 - April 2019]

- Developed and simulated a 32 bit, pipelined processor for ARMv7 instructions in VHDL and demonstrated it on BASYS-3.
- Supports all ARMv7 instructions along with branch predictions, SW/HW interrupts and various working modes/rights.
- Interfaced with a PMod Keypad and PMod Display for various I/O programs on user-defined input.

Krivine and SECD Machines

[March 2019 - April 2019]

- Implemented a compiler with Krivine and SECD machine in OCaml. Both machines support an interpreter and a compiler.
- A Lex Scanner converted program to tokens which were converted to an Abstract Syntax Tree using Recursive Parser.
- The AST was type checked and a low level code was generated, which was executed by the machines.
- Machines also supported features like scoping, recursion, loops etc. Lambdas & tail-recursion also incorporated.
- Image Processing Library : Course Project

[January, 2019 - February, 2019]

- Designed a library, with image processing functionalities (convolution, correlation etc.) and parallel processing capabilities.
- Implemented an innate LeNet architecture to support digit recognition, within the library's interpreter interface.
- Electronic Voting Protocol : Mini Project

[February 2019 - Present]

- Designed a universally verifiable, software independent, bare-handed protocol with complete voter-verified accountability.
- E2E verifiable voting protocol with feasible EVM specific implementations. Protocol in the process of being published.
- Cybersecurity & Cryptography | Tel-Aviv University : Summer School (A+: 97/100)

[June 2018 - July 2018]

- Introduced to the concepts of cyber security. Separately tested and implemented various cryptographic primitives.
- Studied and analysed various attacks on digital systems and networks such as replay attacks, buffer overflows, MITM, etc.
- Learnt to use various tools (nmap, metasploit) and infrastructures (Kali), useful in security domain and penetration testing.
- Personalised Search Engine : Course Project

[September, 2018 - October, 2018]

- Implemented an inverted-index using AVL trees for the search problem. Used Hash-Maps to allow for large scale indexing.
- Used LRU based cache to improve performance and history to personalise the inverted index for better results.
- Game Development Course Project A 2D-game designed in HTML5 using the Impact.js. Ranked 1 among all submissions.
- Traffic Simulator Course Project: A traffic simulator, both terminal and GUI based. Used OpenGL for GUI rendering.
- Grid Traversal (Independent): A java-applet which simulates various traversal algorithms on user defined grid.
- ALGOL stack simulator Course Project: Simulated the (static/lexical) scoping discipline in Algol-like languages.

TECHNICAL SKILLS

- Languages Python, C++17, Java, OCaml, JavaScript, Golang, VHDL, ARMv7
- Frameworks OpenGL, MongoDB, SQLite, NodeJS, Git, OpenBlas, MKL, Django

EXTRA CURRICULAR ACTIVITIES

• Activity Head (Table Tennis), Sportech 2017: Managed and handled teams the Table-Tennis sport in Sportech 2017



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QUALIFYING EXAM

• Joint Entrance Examination (JEE) Advanced Rank: 154 (GE)

COURSES DONE

Mini Project, Data Structures And Algorithms, Discrete Mathematical Structur, Digital Logic & System Design, Computer Architecture, Programming Languages, Design Practices, Signals And Systems, Probability & Stochastic Pro.