

Jeevesh Krishna Arigala

📍 SSN College of Engineering, 603110 Chennai ✉ jeeveshkrishna2010708@ssn.edu.in 📞 9393919719

🌐 jeevesh2002 🖱 Portfolio 🌐 Jeevesh Krishna Arigala

🎓 Education

BE Computer Science Engineering, SSN College of Engineering, Kalavakkam, Tamil Nadu

CGPA : 9.38/10

Activities:

- ACM Student Chapter Core Committee (Technical Member, AI, and ML Team)
- Google Developer Student Club (Cybersecurity Team Member)
- SSN Cybersecurity Club (Vice Chair and Co-Founder)
- Problem Setter for ACM Cyber Paradox (ACM Student Chapter CTF Event)
- Hosted Live CTF Workshops and Demos (SSN Cybersecurity Club Events)

Quantum Computing, Qubit by Qubit

🔧 Technical Skills

Programming: Python3(Proficient), C(Fluent), OpenQASM(Fluent), Q#(Fluent), SQL(Fluent),HTML(Fluent), CSS(Fluent), JS(Fluent), Java(Prior Experience), Bash(Prior Experience)

Frameworks and Tools: Qiskit, Cirq, QuTech, PyQuil, Tensorflow 2.0, OpenCV, Git, NodeJS, MongoDB, Google Cloud Platform, Oracle SQL,MySQL, Firebase, Heroku

🏆 Awards/Achievements/Open Source

NSEJS National Top 1 %, IAPT

Awarded the National Top 1 % certificate in NSEJS by the Indian Association of Physics Teachers.

MIT iQuHACK 2023, MIT iquise

Secured 4th place in Microsoft's challenge at the iQuHack 2023, which was focused on optimizing quantum circuits and specifically quantum oracles. The challenge involved rewriting the code of quantum oracles to maintain their correctness while using minimal resources, such as logical qubits and cycles in the circuits.

IBM Qiskit Ecosystem, IBM

Contributed to the IBM Qiskit Ecosystem by developing and implementing features, fixing bugs, and creating educational projects to assist beginners in understanding quantum computing using Qiskit.

Hacktoberfest 2022, Digital Ocean

Participated in Hacktober 2022 and contributed to open-source projects. Developed and implemented new features, fixed bugs, refactored code, and contributed to documentation. Successfully completed and won the Hacktoberfest 2022 challenge.

USACO

Contributed to the open source USACO Guide for competitive programming

📁 Projects

Kodex-Draw, HTML, CSS, PaperJS, HammerJS, Web Sockets

A Drawing canvas that uses web sockets for real-time bidirectional event-based communication for collaboration and also smoothens whatever you draw giving you more control over the diagram. Can be used on a Digital Board in Classrooms.

Qudex, Qiskit, Cirq, IBM Quantum, QuTech, OpenQASM

A collection of open-source quantum protocols and algorithms aimed at beginners in quantum computing, hosted on GitHub. The goal of this repository is to provide a comprehensive and easy-to-understand introduction to various quantum protocols and algorithms for beginners in quantum computing. The implementations are well-commented and include detailed explanations of the underlying concepts, making it easy for anyone to learn and understand.

Smart Armband with Fall Detection (In Progress), IoT, ML, Human Activity Sensing and Recognition

An internally funded project by the department of computer science SSNCE, which helps detect falls, predict heart strokes and inform the caretakers and doctors for the elderly in case of emergency. The web application provided with the device will help manage and assess the patient's vitals on a regular time to time basis. The data gathered through the sensors include Heart rate, Oxygen saturation, etc.

Maze Solver, Python3.x, PIL, Pygame

A program that uses manhattan distance as a heuristic function and solves a maze given its structure and writes the explored states and solution to a JPEG file.

mApantser-Blog, Python3.x, Html, CSS, JS, Flask, Google Firestore, Jinja

Simple Web App built from scratch using the Flask framework. It uses Jinja for templating the HTML and Google Cloud Firestore as a NoSQL database. This app allows you to easily create and manage blog posts and track stats and analytics. You can also add tags to each blog post to easily organize and find them later.

AI Tic-Tac-Toe, Python3.x, Pygame

A Tic-Tac-Toe game against the computer with a graphical user interface that uses a minimax algorithm to always play the optimal move.

Courses

AWS Machine Learning Foundations, AWS

MIT Introduction to Deep Learning 6.S191, MIT

CS50's Introduction to Artificial Intelligence with Python, Harvard

Intro to TensorFlow for Deep Learning UD187, Google

C/C++ for competitive programming, Coursera

CS50's Introduction to Computer Science, Harvard

Qubit by Qubit (EQCI), IBM, The Coding School