

Kondury Rishabh

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Codeforces : **sonicBoom** | Codechef : **k_rishabh** | Github : **k_rishabh6172** | Leetcode : **k_rishabh**

EDUCATION

International Institute of Information Technology, Naya Raipur <i>Bachelor of Technology in Data Science and Artificial Intelligence - Current CGPA: 8.29/10.0</i>	Dec. 2020 – Present Chhattisgrah, India
Holy Cross S.S. School Kapa, Raipur <i>CBSE - Percentage : 93%</i>	2020 Chhattisgrah, India
Holy Cross S.S. School Kapa, Raipur <i>AISSCE - Percentage : 91.6%</i>	2018 Chhattisgrah, India

PROJECTS

Non-invasive Jaundice Prediction using Sclera Segmentation (Github link)	Jan 2022 - present
<ul style="list-style-type: none">Developed an image processing model to predict jaundice using Sclera images and achieved an accuracy of 86%Deployed the model using Flutter.	
Agro-Farm (Github link)	April 2021 – Aug. 2021
<ul style="list-style-type: none">IoT based solution using NodeMCU to limit the wastage of water in agricultural fields by collecting real time data and get remote access to the device.OpenweatherAPI integration increases the efficiency in automatic irrigation by upto 30%.	
Chess Engine) (Github link)	December 2021 – Jan. 2022
<ul style="list-style-type: none">Neural networks based chess engine which uses Tensorflow and Keras and implemented the GUI using Pygame.Technologies used : Tensorflow, Keras, PyGame	

SKILLS

Languages : C/C++ , Python, JavaScript, HTML/CSS, SQL, Java, Matlab.

Tools and Frameworks : Git/Github, Vim, Linux, OpenCV, Numpy, Pandas, Seaborn

ACHIEVEMENTS

- 4 star (1940) rated on Codechef and Specialist (1401) on Codeforces** : Participated in 150+ algorithmic contests on different platforms.
- Google Hashcode 2022** : Our team ranked 1995th Globally and AIR 582. (Link)
- ACM ICPC 2020 Preliminary round** : Ranked 1124 out of 4500 teams. (Link)
- Facebook Hackercup 2020** : Cleared online qualification round and ranked 4226 out of 13k participants worldwide. (Link)
- Google Kickstart Round-F 2020** : Ranked 2241 out of 10k participants worldwide and participated in 6 rounds this season. (Link)
- Problem setter and coordinator for DesCode 4.0 , IIITNR's annual coding contest.