

## Education

Symbiosis Institute of Technology, India | BTech – Computer Science and Engineering

July 2017 – May 2019

- **Course Work** : Data Structures, Operating Systems, Design and Analysis of Algorithms, Microprocessors, DBMS, Networks, Software Engineering, Entrepreneurship

## Technical Skills

- **Languages** : Python, C++, Java, JavaScript
- **Tools and Libraries** : Spacy, NLTK, Octave, SciKit-Learn, Pygame, Numpy, Processing, P5js, PhysicsProc
- **Skills** : Machine Learning, Deep Learning, Mathematical Computation, NLP, BigQuery

## Projects

### - Yoga Pose Estimation in TensorFlow

Yoga Pose Estimation in Tensor flow. Output givent to Processing Sketch, workspace used – RunwayML

[https://github.com/kickereb/Yoga\\_Pose\\_Estimation](https://github.com/kickereb/Yoga_Pose_Estimation)

### - Double Pendulum

Simulating a Double Pendulum with real time physics on Processing environment in Java. [https://github.com/kickereb/Double\\_Pendulum](https://github.com/kickereb/Double_Pendulum)

### - Othello AI using Min-Max Algorithm

Devising an AI based on Min-Max algorithm for the popular board game Othello in Processing environment in java.

[https://github.com/kickereb/Othello\\_AI](https://github.com/kickereb/Othello_AI)

### - Perlin Noise

An attempt to produce Perlin Noise Simulation as a background animation in JavaScript.

<https://github.com/kickereb/Ambulance-Service>

### - Games

Various arcade and Classic games remade on Processing Environment in Java and P5js in JavaScript.

[https://github.com/kickereb/Othello\\_Processing](https://github.com/kickereb/Othello_Processing) (Digital Adaptation of classic Board Game “Othello”)

[https://github.com/kickereb/Classic\\_Spike\\_Game](https://github.com/kickereb/Classic_Spike_Game) (Interactive and with active physics)

[https://github.com/kickereb/Stack\\_Game](https://github.com/kickereb/Stack_Game) (Digital Adaptation of classic Board Game “Stack”)

[https://github.com/kickereb/Flappy\\_Bird](https://github.com/kickereb/Flappy_Bird) (Old classic)

<https://github.com/kickereb/BATTLESHIP> (Digital Adaptation of classic Board Game “Battleship”)

## Certifications

- Google Cloud Platform Certifications : [https://www.qwiklabs.com/public\\_profiles/86385f2b-c8e1-4fd1-a051-ecaeb42174e9](https://www.qwiklabs.com/public_profiles/86385f2b-c8e1-4fd1-a051-ecaeb42174e9)
- Baseline: Data, ML, AI
- Intro to ML: Language Processing
- BigQuery for Machine Learning

## Awards

- Stood first in Algholics (Annual College Hackathon) March 2018
- 5 star Accreditation in Problem Solving and C++ in Hackerrank June 2018 - Present
- Winner of E-Cell Warfare at IIT – Bombay April 2019
- Runner Up National Entrepreneurship Challenge IIT – Bombay (Advanced Track) January 2018

## Positions of Responsibilities

- **Co Cultural Secretary** : College Cultural fest with footfall > 8,000 April 2019 – September 2019
- **Events Head** : Entrepreneurship Promotion and Innovation Cell (EPIC) August 2018 – June 2019
- **Creativity Head** : Entrepreneurship Promotion and Innovation Cell (EPIC) June 2017 – August 2018
- **Student Volunteer** : International Science Conclave, Hisar February 2016 - Present