

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
- **Applied Projects** – Sentiment Analysis, Named Entity Recognition, Simulation Physics, Neural Network

Projects

- **Deep Learning Chat Bot (Under Work)**
Creating a self evolving chat bot using deep learning and Natural Language Processing using NLTK, NER and Spacy
- **Ambulance Service**
An application designed to acquire position of a victim via phone call and send a nearest respondent ambulance by the shortest path using Dijkstra's algorithm.
<https://github.com/kickereb/Ambulance-Service>
- **Double Pendulum**
Simulating a Double Pendulum with real time physics on Processing environment in Java.
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
- **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	(Digital Adaptation of classic Board Game "Othello")
https://github.com/kickereb/Classic-Spike-Game	(Interactive and with active physics)
https://github.com/kickereb/Stack-Game	(Digital Adaptation of classic Board Game "Stack")
https://github.com/kickereb/Flappy-Bird	(Old classic)
https://github.com/kickereb/BATTLESHIP	(Digital Adaptation of classic Board Game "Battleship")

Awards

- | | |
|---|---------------------|
| - Stood first in AlgoHolics (Annual College Hackathon) | March 2019 |
| - 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 |