EVAM KAUSHIK

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Github - https://github.com/kickereb | LinkedIn - https://www.linkedin.com/in/evam-kaushik/ | Hackerrank - https://www.hackerrank.com/kickereb

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

- **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
- **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 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