

## 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

- **Skills** : Deep Learning, Engineering Mathematics, Computer Vision

## Experience

- **Research Intern, HERE Technologies** January 2020 – July 2020  
Working on feature mask generation for aerial data using Semantic Image Segmentation
- **Tata Motors AI Hackathon** August 2019  
Worked on voice sentiment analysis to solve state of the art NLP problems

## Projects

- **Yoga Pose Estimation in TensorFlow**  
Yoga Pose Estimation in Tensor flow. Output given to Processing Sketch, workspace used – RunwayML  
[https://github.com/kickereb/Yoga\\_Pose\\_Estimation](https://github.com/kickereb/Yoga_Pose_Estimation)
- **UNET – TGS Salt Identification**  
Implementing UNET Architecture on TGS Salt identification challenge by Kaggle.  
[https://github.com/kickereb/Understanding\\_UNET\\_with\\_TGS\\_Salt\\_Identification](https://github.com/kickereb/Understanding_UNET_with_TGS_Salt_Identification)
- **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)
- **Facial Recognition Attendance System**  
Using face detection + recognition to automate attendance in real time for classroom attendance.  
[https://github.com/kickereb/Facial\\_Recognition\\_Attendance\\_System](https://github.com/kickereb/Facial_Recognition_Attendance_System)
- **Games**  
Various arcade and Classic games remade on Processing Environment in Java and P5js in JavaScript.  

<a href="https://github.com/kickereb/Othello_Processing">https://github.com/kickereb/Othello_Processing</a>	(Digital Adaptation of classic Board Game “Othello”)
<a href="https://github.com/kickereb/Classic_Spike_Game">https://github.com/kickereb/Classic_Spike_Game</a>	(Interactive and with active physics)
<a href="https://github.com/kickereb/Stack_Game">https://github.com/kickereb/Stack_Game</a>	(Digital Adaptation of classic Board Game “Stack”)
<a href="https://github.com/kickereb/Flappy_Bird">https://github.com/kickereb/Flappy_Bird</a>	(Highly minimal Old classic)
<a href="https://github.com/kickereb/BATTLESHIP">https://github.com/kickereb/BATTLESHIP</a>	(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 AlgoHolics (Annual College Hackathon) March 2018
- Recognition for Analytics in Python (Hackerrank) June 2018 - Present
- Winner of E-Cell Warfare ( IIT – Bombay) April 2019
- Runner Up National Entrepreneurship Challenge, Advanced Track (IIT - Bombay) 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
- **Technical Mentor**: Can You run it, Hackathon (EPIC) June 2017 – August 2018
- **Student Volunteer** : International Science Conclave, Hisar February 2016 - Present