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

EVAM KAUSHIK

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2017 – 2021, SYMBIOSIS INTERNATIONAL UNIVERSITY

JUNIOR YEAR, COMPUTER SCIENCE AND ENGINEERING

**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

Worked on voice sentiment analysis to solve state of the art NLP problems **August 2019**

## 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>

# UNET – TGS Salt Identification

Implementing UNET Architecture on TGS Salt identification challenge by Kaggle. <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>

# 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>

* **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> |  | (Highly minimal 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>
* 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