






# Kousik Rajesh

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## EDUCATION

### INDIAN INSTITUTE OF TECHNOLOGY, GUWAHATI

BTECH IN COMPUTER SCIENCE AND ENGINEERING

Exp 2022

**9.66/10.0 Grade Point Average**

### RYAN INTERNATIONAL SCHOOL CBSE

2016 - 2018 | Greater Noida

Senior Secondary: 97.4% | Ranked first

High School CGPA: 10.0/10.0

## COURSEWORK

Deep Learning Specialization 

- Neural Networks
- Hyperparameter tuning
- Structuring ML Projects
- Convolutional Neural Networks
- Sequence Models

Machine Learning

Version Control with Git

Linear Algebra(Mathematics II)

Algorithms and Data Structures\*

System Software Lab\*

Discrete Mathematics\*

Probability Theory and Random Processes\*

Number Theory and Algebra\*

\* Ongoing courses

## SKILLS

### PROGRAMMING

**Languages:**

Python • C++ • C • JavaScript\* • Shell\*

**Frameworks and Libraries:**

TensorFlow • Keras • Pandas • Sklearn •

Numpy • OpenCV

**Miscellaneous:**

Git • Data Analysis • Web Scraping • HTML

• CSS\* • ROS • Arduino • SQL •  $\LaTeX$ \*

\* Elementary Proficiency

## PROJECTS

### RAMAN | HUMANOID ROBOT

[VIEW !\[\]\(20381bbfcc9afff7583e1276335f61d6\_img.jpg\)](#)

Ongoing | 4i Labs, IITG

- Project Raman is a powerful android robot being designed in the form of an adult human and supports face recognition, head tracking and chatbot capabilities
- Currently working on the hands and enabling Raman to replicate human poses in real time
- Tried implementing different convolutional models for 3D human pose estimation from RGB-D data captured using Intel® RealSense™ cameras.

### RUBIK'S CUBE SOLVER

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March 2019 | Robotics club, IITG

- A Rubik's cube solving bot using Computer Vision which scans and solves a 3x3 Rubik's cube
- Implemented a unique unsupervised learning based method for color classification of Rubik's cube
- Created a GUI for displaying cube state

### LEAF CLASSIFICATION

[VIEW !\[\]\(1d2e2e35317e265f4ff05aa78d81483c\_img.jpg\)](#)

October 2019 | Kriti 2019

- A convolutional model for leaf classification of the Northeastern United States 185 tree species [dataset](#)
- Achieved a classification accuracy of 88% on test data

### ENIGMA

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Ongoing | Personal Project

- Using Deep Learning to crack ciphers such as the Caesar and Vigenère cipher
- Implemented LSTM models which were able to learn the ciphertext with close to 100% accuracy

### BROWSING BAD

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July-August 2019 | Technothon 2019

- A multilevel interactive web-based puzzle game for the mains event of Technothon
- Implemented front end of several interactive brain-teasers using Bootstrap and JavaScript

## POSITIONS OF RESPONSIBILITY

- Core Team Member at **IITG.AI**
- Core team Member at **4i Labs, IITG**
- Project Manager at **Equinox - Astronomy club, IITG**
- Organizer, **Technothon**

## ACHIEVEMENTS

2018-2019	Hacktoberfest
2019	In National Top 25 teams
2017-2018	Top 1%
2015-2016	Top 1%

Made 4 open source contributions  
AI Hackathon organised by CDAC and NVIDIA  
KVPY(SX) Fellowship  
NTSE Scholarship