

Kousik Rajesh

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EDUCATION

INDIAN INSTITUTE OF TECHNOLOGY, GUWAHATI

BTECH IN COMPUTER SCIENCE AND ENGINEERING

Exp 2022

9.30/10.0 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

Probability Theory and Random Processes

Linear Algebra and Differential Equations

Algorithms and Data Structures

System Software Lab

Discrete Mathematics

Game Theory and Economics*

Design and Analysis of Algorithms*

Formal Languages and Automata Theory*

Database Management Systems*

* 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 !\[\]\(564cd820867798afb0e971f95b7a11a1_img.jpg\)](#)

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

[VIEW !\[\]\(e2a6b4bae6b82cf7b2468d27b5ff76c0_img.jpg\)](#)

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 !\[\]\(dffe09748843fd3d5aba496d56ff67d2_img.jpg\)](#)

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

[VIEW !\[\]\(ce39ca781755c958ae0f92f004d16a3b_img.jpg\)](#)

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

2019	2 nd position	Leaf classification ML hackathon
2019	In National Top 25 teams	AI Hackathon organised by CDAC and NVIDIA
2018-2019	Hacktoberfest	Made 4 open source contributions
2017-2018	Top 1%	KVPY(SX) Fellowship
2015-2016	Top 1%	NTSE Scholarship