Krishna Narasimhan Agaram

B. Tech. • UG Second Year • Computer Science Indian Institute of Technology Bombay

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Examination	University	Institute	Year	CPI/%
Graduation	IIT Bombay	IIT Bombay	2025	9.79
Intermediate	TSBIE(State)	FIITJEE Junior College, Hyderabad	2021	97.8%
Matriculation	CBSE	Maharishi Vidya Mandir, Hyderabad	2019	97.2%

Pursuing Honors in Computer Science and a Minor in Machine Intelligence and Data Science.

SCHOLASTIC ACHIEVEMENTS

- Placed 1st in India and 8th in the East Division at the Simon Marais Mathematics Competition 2022. (2022)
- Qualified for the Indian International Mathematics Olympiad Training Camp in '20, '21. (2020, 2021)
- Secured Global Rank 1 in the Southeast Asian Mathematical Olympiad 2020. (2020)
- Placed 1st overall at the Technothlon 2019 Mains conducted by IIT Guwahati. (2019)
- Secured All India Rank 40 in JEE Advanced 2021 and All India Rank 122 in JEE Main 2021. (2021)
- Cleared the **NSE** in Astronomy and the **Indian National Astronomy Olympiad** in 2020. (2020)
- Awarded the Kishore Vaigyanik Protsahan Yojana (KVPY) scholarship for All India Rank 23. (2020)
- Awarded the National Talent Search Examination (NTSE) scholarship, ranked 2nd in Stage 1. (2019)
- Conferred with the **AP** (Advanced Performer) grade for exceptional performance in **Discrete Structures**, **Data Analysis** (each awarded to 3 out of 200 students), **Quantum Physics**, Differential Equations and Physical Chemistry (each awarded to around 15 out of 1300+ students). (2021, 2022)
- Received Institute Academic Prize given to top 20 out of 1300+ students for stellar academic record. (2022)

KEY PROJECTS

An Introduction to QC, ML and QML

(2022)

 $Seasons\ of\ Code\ 2022$

Web and Coding Club, IIT Bombay

- Studied six chapters of the book Quantum Computing and Quantum Information by Nielsen and Chuang.
- Analysed a large variety of **quantum algorithms** including Deutsch-Jozsa, Quantum Teleportation, Quantum Fourier Transform, Phase Estimation, **Shor's Algorithm** and implemented a Grover-based **k-SAT solver**.
- Learnt basic ML from The deep learning book and investigated algorithms using scikit-learn and TensorFlow.
- Examined and implemented a QML paper on Molecular Geometry Optimization finding the ground-state molecular geometry of simple molecules using the Jordan-Wigner transform and variational methods.
- Implemented a Quanvolutional Neural Network in PennyLane to classify the MNIST dataset using a hybrid Quantum-Classical learning model that utilizes a random quantum circuit as a quantum kernel.

Linear Algebra Library | Self Project

 $(2022,\ Ongoing)$

- Designing a library for Linear Algebra constructs in C++ with documentation made using Doxygen.
- Implemented functions to perform elementary row operations, compute the reduced row **echelon** form and the **QR Decomposition** for matrices (for square matrices, the **determinant** and **inverse** as well).
- Constructed a system of equations solver that computes a basis of solutions for an arbitrary linear system.

FastChat (2022)

Guide: Prof. Kavi Arya | Course Project

IIT Bombay

- Built a distributed server-client network with secure end-to-end encryption and a dedicated load-balancer.
- Users can choose to chat **privately** or in a **group** and apart from text, they can also send arbitrary files.
- Messages are encoded using standard message protocol and a message buffer ensures messages are never lost.
- $\bullet \ \ \text{Used the python } \mathbf{socket} \ \text{library to build the network}, \\ \mathbf{PostgreSQL} \ \text{for databasing and Sphinx for documentation}.$

Railway Management System

(2022)

Guide: Prof. Supratik Chakraborty | Course Project

IIT Bombay

- Implemented a railway journey planning system in C++ allowing clients to find journeys between stations and curated (by keywords or rating) journey reviews, all with the ease of autocompletion of station names.
- Data structures implemented for use include lists, hash tables, self-balancing trees, tries, heaps and graphs.
- Modified the **BFS** algorithm to find all travel possibilities between two stations and return a **timetable of journeys** while also allowing for **filtering** based on waiting time between trains and layovers in between.

An Introduction to Artificial Intelligence with Python

Harvard University

- Explored optimization techniques like Hill climbing, simulated annealing and linear programming.
- Designed an agent that can help users solve **Minesweeper** using logical **inference**, an AI that can generate **crossword** puzzles from a set of words and a **Q-learning-**based AI that achieves near-perfect accuracy at Nim.
- Implemented a CNN to classify the GTSRB traffic-signal dataset and an AI to answer questions from a corpus.

OTHER PROJECTS

Complex Analysis | Self Project

(2021)

- Studied Complex Analysis from A first course in Undergraduate Complex Analysis by Richard Spindler.
- Explored the Cauchy-Riemman equations, Cauchy Integral theorem and formula, Fundamental Theorem of Algebra, Laurent Series and Residues with emphasis on writing rigorous proofs from visual intuition.

Enumerative Combinatorics | Self Project

(2021)

- Learnt Enumerative Combinatorics from Counting: The art of enumerative combinatorics by George E. Martin.
- Covered topics such as Inclusion-Exclusion, Balls in Bins, Generating Functions, Recurrences, and Graphs.

Indian Rangoli

(0000)

Guide: Prof. Rushikesh K. Joshi | Course Project

IIT Bombay

- \bullet Created a replica of a typical Indian "rangoli" a flowery pattern using the **FLTK C**++ graphics library.
- Allowed for extensive customisation of the rangoli designs including petal lengths, angles, color and count.

Bubble-Shooter Game

(2021)

Guide: Prof. Parag Chaudhuri | Course Project

IIT Bombay

- Designed a simple user-interactive bubble shooter game using the simplecpp graphics library in C++.
- Features include multiple levels and many different bubble and bullet types with 700+ lines of code.

Tic-Tac-Toe

(2022)

Guide: Prof. Kavi Arya | Course Project

IIT Bombay

- Implemented a two-player Tic-Tac-Toe game in Java using the Peer-to-Peer networking model.
- Utilizes the **Socket** and **ServerSocket** classes to help use ports to send and receive messages between peers.

TEACHING EXPERIENCE

- Delivered lectures on Projective Geometry, Barycentric Coordinates, Generating Functions and Symbolic Combinatorics to high-school students as part of the teaching staff at the Online Math Club. (2021, 2022)
- Working with Vizuara in developing short animated videos using the python library Manim to motivate concepts in school-level Mathematics through visualization for use in schools. (2022, Ongoing)

Relevant Courses

Computer Science	Computer Programming and Utilization, Abstractions and Paradigms in Programming, Data Structures and Algorithms, Discrete Structures, Data Analysis and Interpretation, Software Systems Lab, Design and Analysis of Algorithms*, Digital Logic Design and Computer Architecture*, Computer Networks*, Logic for Computer Science*.	
Mathematics	Calculus, Linear Algebra, Differential Equations, Mathematical Structures for Control, Cryptography and Network Security*, Quantum Information and Computation*.	
Others	Engineering Drawing, Quantum Physics, Basics of Electricity and Magnetism, Introduction to Electronics, Physical Chemistry, Organic and Inorganic Chemistry, Biology.	
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*To be completed by April 2023

TECHNICAL SKILLS _

Languages	C++, Python, Bash, Java, LATEX, MATLAB, Prolog, AWK, VHDL*, Assembly*.
Development	HTML, CSS, JavaScript, SQLite3, PostgreSQL, Git, Doxygen, Sphinx, Wireshark*.
Libraries	FLTK(C++), NumPy, Matplotlib, Sklearn, Keras, IBM Qiskit, PennyLane, Manim*.

*Learning ongoing

EXTRACURRICULARS

- Pianist for more than 8 years. Completed up to Piano Grade 6 from Trinity College London.
- Actively participated in the Monsoon Math Camp in 2020, 2021 taught by students at top colleges like MIT, Berkeley and IISc; studied topics such as Complex dynamics, Quantum Computation and Knot theory.