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 8th in the East Division and 1st in India at the Simon Marais Mathematics Competition 2022. (2022)
- Qualified for the Indian International Mathematics Olympiad Training Camp in '20, '21. (2020, 2021)
- Cleared NSEA in 2020 and 2021 and Indian National Astronomy Olympiad in 2020. (2020, 2021)
- Secured All India Rank 40 in JEE Advanced 2021 and All India Rank 122 in JEE Main 2021. (2021)
- Secured Global Rank 1 in the Southeast Asian Mathematical Olympiad 2020. (2020)
- Placed 1st in India at the Technothlon 2019 Mains conducted by IIT Guwahati, in a team of 2. (2019)
- 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 in IBM Qiskit including Deutsch-Jozsa, Quantum Teleportation, Quantum Fourier Transform, Phase-Estimation, Order Finding, Shor's Algorithm and Grover Search.
- Learnt basic ML from The deep learning book and investigated algorithms using scikit-learn and TensorFlow.
- Implemented a QML paper on Molecular Geometry Optimization finding the ground state molecular geometry of simple molecules using the Jordan-Wigner Transform and the Variational method.
- Constructed 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)

- ullet Designing a library for **Linear Algebra** constructs in ${f C}++$ with documentation via **Doxygen**.
- Implemented elementary row operations, reduced row echelon form, the QR Decomposition and the Gram-Schmidt orthogonalization for matrices (and 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.

CS50 AI | Self Project

(2021)

An Introduction to Artificial Intelligence with Python

Harvard University

- Explored many **graph-searching algorithms** like BFS, DFS, Best-First Search, **A*-Search** and **Backtracking** and applied these by writing programs to **solve Mazes** and **Crosswords** in Python.
- Designed a bot to solve **Tic-Tac-Toe** using **minimax** and another to solve **Minesweeper** via **logical inference**.
- Implemented a Q-learning model from scratch to solve Nim and a CNN to classify the MNIST dataset.

FastChat

(2022)

IIT Bombay

- Guide: Prof. Kavi Arya | Course Project

 Built a fast, light-weight distributed server-client network with end-to-end encryption.
- Dedicated load balancer ensures higher throughput along with lower latency of individual messages.
- Used the python **socket** library to build the network, **PostgreSQL** for databasing and **Sphinx** for documentation.

Railway Management System

Guide: Prof. Supratik Chakraborty | Course Project

IIT Bombay

(2022)

• Implemented a planner for a railway system allowing for both admin and client operation.

- Allows retrieval of (filtered by rating/phrases) rated **journey reviews** and can **autocomplete station names**.
- Data structures used (implemented from scratch) include **Hash Tables**, **AVL Trees**, **Tries**, **Heaps** and **Graphs**, while notable algorithms include the **Knuth-Morris-Pratt** and **Quicksort** algorithms.
- 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.

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

(2022)

Guide: Prof. Rushikesh K. Joshi | Course Project

 $IIT\ Bombay$

- 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

- Took three lectures in Olympiad Mathematics on Projective Geometry, Generating Functions and Barycentric Co-ordinates as part of the teaching staff at the Online Math Club. (2021)
- 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*, Com-

puter Networks*, Logic for Computer Science*, Computer Architecture*.

Math and Physics: Calculus, Linear Algebra, Differential Equations, Quantum Physics, Basics of Electric-

ity and Magnetism, Introduction to Electronics, Mathematical Structures for SysCon,

Extremal Combinatorics*, Quantum Information and Computation*.

Others: Engineering Drawing, Physical Chemistry, Organic and Inorganic Chemistry, Biology.

*To be completed by April 2023

TECHNICAL SKILLS

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

*Learning ongoing

EXTRACURRICULARS

- Pianist for more than 8 years. Completed upto 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.