MAYANK PAL

2017246, Email: mayank17246@iiitd.ac.in

DOB: November 30, 1999

Address: IIIT-Delhi

Education

Indraprastha Institute of Information Technology, Delhi B. Tech (Computer Science and Applied Mathematics) 2017 – 2021 (Present)	CGPA: 5.49
K.V. NFC Vigyan Vihar, Delhi - 110092 CBSE 2016 – 2017	Percentage: 82.3
K.V. NFC Vigyan Vihar Delhi - 110092 CBSE 2014 – 2015	CGPA: 10

Skills

Expertise Area	Competitive Programming, App Development
Programming Language	Java, Python, HTML, CSS, Arduino, C++, R
Tools and Technologies	Eclipse, Turbo C++, RStudio, Arduino IDE, MATLAB, Web Development, Sublime, Fireshark, Android Studio.
Technical Electives	Advanced Programming, Competitive Programming, Computer Architecture and Operating System, Data Structures and Algorithm, Mobile Computing, Algorithm Design and Analysis.

Work Experience and Research

Moody Lamp Guide: Aman Parnami	(February,2018) Team Size-4

An interactive lamp which operates according to various moods of the user. The lamp changes it colors with the different emoji faces representing the lamp's mood. The lamp can be controlled by its mobile app. It was an Arduino-based project.

The Onlooker (Surveillance Bot)   (April,2018)
Guide: Aman Parnami

                                                                Team Size-4

This movable device is designed especially for modern combat scenarios to assist forces. It helps them to detect this using the camera and a chip which can record minute details of sound inside a closed room. It was an Arduino-based project.

Snake Vs Blocks Game   (November,2018)
Guide: Shachi Sharma

                                                                Team Size-2

An interactive game where the user controls the movement of snake which advances through various levels by avoiding obstacles. Full game with updated high scores and other features. It was designed using Java language.

Assembler Project   (November,2018)
Guide: Nupur Ahluwalia

                                                                Team Size-2
A program which takes a file containing assembly language as input(task) , processes it twice (two pass assembler) and returns the output in a text file which contains corresponding machine language. It was designed using Java language.

BookMySport (College Sport's App)   (November,2019)
Guide: Dr. Pushpendra Singh

                                                                Team Size-10

An Android mobile application to check sports availability in real-time and book your preferred time slot if available. All the data was collected and sorted in Firestore database. Also created an admin only access feature which provided the authority to manage the slots (add or delete slots).

Positions of Responsibility

- Volunteer in Odyssey 2017   (Jan,2017)

- Event Head in Esya, 2018   (Aug,2018)
- Basketball Team Captain, 2019   (Aug,2019) **Interests and Hobbies**

- Learning new languages and Technical skills.
- Swimming
- Competitive Programing
- Playing Basket Ball, Chess, Football
- Gardening

Declaration: The above information is correct to the best of my knowledge.
Mayank Pal
Date: 11 January, 2019