

MAYANK PAL



2017246, Email: mayank17246@iiitd.ac.in

DOB: November 30, 1999

Address: IIIT-Delhi

Education

Indraprastha Institute of Information Technology, Delhi

CGPA: 5.49

B. Tech (Computer Science and Applied Mathematics)

2017 – 2021 (Present)

K.V. NFC Vigyan Vihar, Delhi - 110092

Percentage: 82.3

CBSE

2016 – 2017

K.V. NFC Vigyan Vihar Delhi - 110092

CGPA: 10

CBSE

2014 – 2015

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.

Projects

BookMySport (College Sport's App)

(November,19)

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).

Moody Lamp

(February,2018)

Guide: Aman Parnami

Team Size-4

An interactive lamp which operates according to various moods of the user. The lamp changes its 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

Guide: Nupur Ahluwalia

(November,2018)

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.

Positions of Responsibility

- Volunteer in Odyssey 2017

(Jan,2017)

- Event Head in Odyssey 2019 (Jan,2019)
- 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 , 2019