Naman Jain

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EDUCATION

Indian Institute of Technology Kanpur, India

Bachelor of Technology: Materials Science and Engineering

Expected May 2024

Current CPI: 7.7/10

ACHIEVEMENTS

- Secured All India Rank 5764 (top 2.3%) in Joint Entrance Examination Advanced 2020 i.e. IIT Entrance Level 2, among the 251 thousand candidates
- Secured All India Rank 6837 (top 0.6%) in Joint Entrance Examination Main 2020 i.e. IIT Entrance Level 1, among the 1.12 million candidates
- Olympiad Rank 18 in the International Reasoning and Aptitude Olympiad 2017 by Silver Zone
- Represented IIT Kanpur and secured 2nd position at IITKgp's Composit'22, Case study competition on EV Vehicles
- Amongst top 20 Nationalist in the pitching competition Ideathon 2021 by Entrepreneurship Cell, IITK
- Secured rank 5 in TechWeek 2021 by Science and Technology Council, IITK with 120+ participating teams

Publications

Machine learning enabled optical property prediction of thin films using spectra data extraction from scientific literature Harsh Mishra, Naman Jain, Prof. Shikhar Misra

Manuscript Submitted Feb'24

RESEARCH WORK

Research Intern | SURGE 2022, IIT Kanpur | Prof. Niraj M. Chawake

May'22 - Jul'22

- Developed and implemented a mesoscale elastoplastic model to simulate creep rupture behavior in Ti alloys
- Successfully replicated key aspects of creep phenomena, including temporal regimes, damage statistics, and strain localization leading to catastrophic failure
- We use Random Forest regression trained over the simulation data for predicting the creep failure time

Segmentation of Tomographic Image Data of Functional Materials | Prof. Krishanu Biswas Jan'23 - Apr'23

- Semantically segmented Tomographic image data depicting microstructures of materials by combining machine learning methods and conventional image processing steps tested with different U-net models
- For training the CNNs, ground truth information was derived from 3DX-ray diffraction (3DXRD) measurements
- Grain boundary images enhanced by the CNNs were then segmented using a marker-based water-shed algorithm

Energy Efficient Building Design using EnergyPlus Simulation | Prof. Aakash C. Rai Jan'23 - Apr'23

- Studied the impact of global warming on hot & cold degree days in major indian cities using EnergyPlus simulation
- Modeled a building to study effects of variation in construction items/material, fenestration surface, sun/wind
- Evaluated plots of radiation and solar heat gain, surface heat transfer rate, sensible heat gain during different seasons

Work Experience

AI Chatbot Enhancement | LTIMindtree Ltd. | Software Developer Intern

May'23 - Jul'23

Received a pre-placement offer (PPO) for exceptional performance

- Developed AI features for a chatbot used for IP & patent management, using Azure AI Cognitive services
- Pilot test for replacing CQA model with Conversational Language Understanding model in MS Language Studio
- Built a QnA generator in python that periodically extracts data from website into a structured dataset in tsv file
- Established a react API channel to fetch username & profile picture from website and display it on chatbot iframe
- Engineered an optimal threshold value of confidence score to call for fallback using AUC-ROC curve
- Built a collaborative testing environment using **ngrok** to establish live local server, Azure bot & language services
- Standardized communication flow using react.js frontend, node.js backend to improve accuracy & response speed

FOUNDING EXPERIENCE

Co-Founder & UG-Convener | MatSoc – The Materials Society, IIT Kanpur

Jun'22 - Jul'23

- Established a 600+ member **Departmental Society** to engage & promote MSE research & technology awareness
- Headed a team of 20+ & organized Orientation, Farewell, 6 alumni talks & workshops, Research Scholars' Day
- Formulated an **annual structure** of events, project proposals, society's financial budgeting structure and rules
- Witnessed huge engagement in all events impacting 350+ UGs, 200+ PGs, 25+ professors and alumnus world-wide

Jun'21 - Aug'21

- Lead programmer in a team of 6, in developing a projectile shooter 2D android game in C# using Unity engine
- Coded multiple functionalities across 12 levels using Unity Documentation & Object oriented programming principles
- Published game on PlayStore with 800+ downloads & received invite from Game Development World Championship

3D WebGL Renderer 😯 | CS360 Intro to Computer Graphics: Prof. Soumya Dutta

Aug'23 - Nov'23

- Engineered a Graphics Renderer Engine in JS to visualize vertex data using webGL and path tracing technique
- Developed features- model loading, material customization, modular lighting, camera system, texture mapping
- Implemented Blinn-Phong lighting model & designed UI Widgets, to create, load, and manipulate real-time

Robo Line Detection AI 🔘 | EE604 Image Processing: Prof. Tushar Sandhan

Aug'23 - Nov'23

- Developed a robust line detection algorithm for real-world environments that detect border lines in tile images
- Implemented Gaussian Blur, contrast stretching, Canny edge detection algorithms to accurately detect border lines
- Applied image processing tools to solve practical challenges in tile arrangement in a dataset of 5000+ images

Regression Analysis 🖸 | Stamatics, IITK

May'22 - June'22

- Studied several regression techniques like **non-linear**, polynomial regression and panel data regression
- Processed the sales data of 105 months of a champagne company & developed a ML model to predicts future sales
- Employed ARIMA/SARIMA based time series analysis and compared from real world sales statistics

Position of Responsibility

Coordinator | Game Development Club, IIT Kanpur

May'22 - Apr'23

- Leading a 3-tier team of 40+ members to foster GameDev by organizing game jams, workshops & projects
- Spearheaded the conduction of GameDev **Bootcamp** for 1200+ students involving 4 workshops and final project
- Played a pivotal role in promoting the stature of GameDev from a society to a **club** in the SnT Council, IITK
- Mentored multiple specialized projects on Gamification, Augmented Reality & AI games using Unity Game Engine
- ullet Boosted the reach in student community by 150% in workshops & socials with campaigns like GameDev Insights

Skills | Coursework

Languages: C/C++, C#, Python, JavaScript/TypeScript, HTML/CSS, LATEX

Frameworks/Libraries/Tools: Azure, React, Node.js, Tensorflow, Unity, Pandas, Git/GitHub

Courses:

Nature and Properties of	Structure and	Science and Tech of Thin	Electronic and Mangnetic
Materials	Characterization of	Film and Device	Prop of Materials
	Materials	Dabrication	
Manufacturing processes	Phase Transformations	Intro to Biomaterials	AI/ ML in Materials
			Engineering
Energy efficient Building	Object-Oriented	Heat treatment & Surface	Linear Algebra & Ordinary
Design	Programming	Hardening	Differential Equations
Dislocations & Plasticity	Probability & Statistics	Intro to Machine Learning	Image Processing

Leadership | Volunteer-ship

Volunteer | Joy Foundation Society - An old age home (Hyderabad, India)

Jul'23 - Aug'23

- Formulated an annual events structure and steps to be implemented for raising funds and boost social reach
- Articulated 5+ articles on fund offerings & case studies & designed an yearbook, gathering every event since 2018

Candidate for General Secretary, Science and Technology, IITK | General Elections 2023

Nov'22 - Feb'23

- Coordinated a campaign team of 60+ and, approached 4000+ UGs & 1500+ PGs to spread awareness of SnT
- Narrowly missed victory by 9 votes (0.25%) out of 3600 active voters and received 1564 votes in favour

References

Shikhar Misra 🥠 | Assistant Professor, Materials Science and Engineering, IIT Kanpur

• Specialization: Functional thin films, epitaxy, ceramic nanocomposites, optical metamaterials

Niraj M. Chawake 🥠 | Assistant Professor, Materials Science and Engineering, IIT Kanpur

• Specialization: Creep, Mechanical Behavior of Materials, Solid-State Sintering