

Palash Mittal

Computer Science and Engineering
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Personal Details

Gender: Male
Date of Birth: 15th July 1994
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Objective

To acquire a summer internship in the field of Computer Science that provides a challenging environment utilizing my skills.

Interests

Algorithms, Graph Theory, Software Development

Academic Qualifications

Undergraduate	2 nd Year Undergraduate B.Tech in Computer Science and Engineering Indian Institute of Technology Kharagpur Expected Graduation: 2016 Cumulative GPA: 8.07
Class XII	CBSE 2012, Aklank Public School, Kota Aggregate Percentage: 91.2%
Class X	CBSE 2010, Modern School, Kota Cumulative GPA-9.4

Scholastic Achievements

- Secured All India Rank 429 in Joint Entrance Exam by IIT among 5 lakh candidates appeared.
- Stood among National top 1% in National Standard Examination in Physics in 2012 out of 43000 candidates.
- Stood among National top 1% in National Standard Examination in Astronomy in 2012 out of 11600 candidates.
- Selected in Regional Mathematics Olympiad in 2011.
- Secured All India Rank 15 in International Mathematics Olympiad 2010 by Science Olympiad Foundation.
- Selected in National Standard Examination in Junior Science in 2010.
- Secured 6th position in Dainik Bhaskar Talent Search Exam in 2009.

Relevant Courses

Programming and Data Structures^L
Algorithms^L
Discrete Structures
Linear Algebra
Multivariable Calculus

**Software Engineering^L
**Formal Languages and Automata Theory
**Probability And Statistics

L: The course had a lab component
**Will be covered by 30th April, 2014

Projects

Shopping app using Kinect: (Selected for Microsoft's Code.Fun.Do Finalist Forum)

Developed an augmented reality app using Kinect with kinematic analysis, trajectory estimation using 3D meshes and using speech recognition, imposing a 3Dmesh on a 2D segmented image.

Game of 29: (Selected amongst the top 3 apps)

Developed a multiplayer version of the game of 29 using ShepHertz multiplayer gaming API for the Android Platform. Integrated various animations to provide the smooth flow for the movement of cards.

Chain Reaction: (Selected amongst top 3 in Mozilla's bootcamp)

Developed the game of Chain Reaction for the Firefox OS for mobile. Challenges were faced for the conversion of the web-based game to mobile interface. Used HTML 5, CSS and JS to create a canvas to display the motion.

Technical Skills

- Programming Languages: C/C++ , JAVA, Python, HTML, CSS, JS
- Software: OpenCV, Net Beans IDE, Eclipse, Adobe Photoshop and other common productivity packages.
- Platforms (OS): Windows, Linux (Ubuntu).

Extra-Curricular

- Participated in Inter Hall Tennis competition and Open IIT in First Year of IIT.
- Attended workshop on Image Processing and mentored students.
- Stood 3rd in Fresher's Basketball Tournament in First Year of IIT.
- Member of National Service Scheme from July, 2012 to present.
- Active member of Google Students Group in the institute.