

# Palash Mittal

Computer Science Undergraduate  
IIT Kharagpur

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## Education

- 2012-2016 **B.Tech in Computer Science**, *Indian Institute of Technology Kharagpur*, Kharagpur, *CGPA - 8.14*.
- 2011-2012 **Senior Secondary - AISSCE**, *Aklank Public School*, Kota, Rajasthan, *91.2%*.

## Achievements

- 2012 All India Rank 429 in Joint Entrance Examination by IIT, 5 lakh candidates appeared.
- 2011-2012 National top 1% in National Standard Examination in Physics, 43000 candidates appeared.  
National top 1% in National Standard Examination in Astronomy, 11600 candidates appeared.
- 2011 Cleared Regional Mathematics Olympiad.
- 2010 All India Rank 15 in International Mathematics Olympiad by SOF.  
Cleared National Standard Examination in Junior Science.
- 2009 6<sup>th</sup> position in Dainik Bhaskar Talent Search Exam.

## Technical Skills

- OS GNU/Linux
- Extensive C/C++, Java
- Intermediate Python, HTML, CSS, JavaScript
- Basic Version Control(git), Bash, MySQL, OpenCV

## Projects

- 2014 **GoSecure**, Microsoft's Code.Fun.Do Finalists Forum.  
Used Python scrappers and GibbsLDA for topic identification from the news corpus(NLP) to get the crime index of various routes in the city of Delhi, using which the app shows the safest and the most optimal path between two destinations.
- Sign Language Interpreter**, Guide: Prof. Priyadarshi Patnaik.  
Used k-means clustering algorithm and OpenCV modules to extract feature vectors of hand gestures and to train and classify the model. Can be used as tutorial software for learning.
- Graphics Editing Software**, Guide: Prof. Parta Pratim Das.  
Made a graphics editing software using Java's Graphics Library. The software allowed users to create basic shapes and manipulate and modify their properties.

2013-2014 **Shopping App using Kinect**, Microsoft's Code.Fun.Do.

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

**Chain Reaction**, Mozilla BootCamp, Top 3.

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.

**Game of 29**, Android app, Top 3.

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.

## Relevant Courses

- Compilers\*
- Algorithms II\*
- Algorithms I
- Software Engineering
- Probability and Statistics
- Linear Algebra
- Computer Architecture\*
- Machine Learning\*
- Formal Languages and Automata Theory
- Data Structures
- Matrix Algebra\*

\*Will be covered by 30th November, 2014

## Extra-Curricular Activities

Attended workshop on Image Processing and mentored students.

Member of Google Students Club of the institute.

Participated in Inter-Hall Tennis(1<sup>st</sup> year) and Open-IIT Tennis(1<sup>st</sup>, 2<sup>nd</sup> year).

Secured 3<sup>rd</sup> position in Fresher's Basketball Tournament.

Attended National Service Scheme from 2012-2014.