Palash Mittal

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Education

2012-2016 **B.Tech in Computer Science**, *Indian Institute of Technology Kharagpur*, Kharagpur, *CGPA - 8.21*.

2011-2012 **Senior Secondary - AISSCE**, *Aklank Public School*, Kota, Rajasthan, *91.2%*.

Achievements

2015 Won Xerox Research Innovation Challenge in Xerox RCI Open 2015

2014 Top 5 team in Microsft's Code.Fun.Do and qualified for the Finalists Forum

Top 3 in Mozilla's Boot Camp for designing app for Firefox OS

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 6th position in Dainik Bhaskar Talent Search Exam

Technical Skills

OS GNU/Linux

Extensive C/C++, Java

Intermediate Python, MySQL, HTML, CSS, JavaScript

Basic Version Control(git), Bash, 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
- Software Engineering
- Data Structures
- Linear Algebra
- Machine Learning
- Algorithms I
- Formal Languages and Automata Theory
- Probability and Statistics
- Matrix Algebra

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^{st} year) and Open-IIT Tennis(1^{st},2^{nd} year).

Secured 3^{rd} position in Fresher's Basketball Tournament.

Attended National Service Scheme from 2012-2014.