

# Prakhar Agarwal

SECOND YEAR UNDERGRADUATE · COMPUTER SCIENCE AND ENGINEERING  
INDIAN INSTITUTE OF TECHNOLOGY KANPUR  
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EDUCATION	<b>Indian Institute of Technology Kanpur</b> , UP, India		
	▪ Bachelor of Technology, Computer Science and Engineering		2015 – 2019 [Expected]
	• Cumulative Grade Point/CGPA : 9.5 / 10.0		
	<b>Central Public School</b> , Rajasthan, India		
	▪ 12th Grade		2015
ACHIEVEMENTS	• RBSE: 89.8%		
	<b>Kendriya Vidyalaya Jhalawar</b> , Rajasthan, India		
	▪ 10th Grade		2013
	• CBSE   CGPA: 10.0/10.0		
ACADEMIC ACHIEVEMENTS	▪ All India Rank - <b>126</b> , JEE-ADVANCE		2015
	▪ <b>0.1</b> Percentile, JEE-MAINS		2015
	▪ KVPY Fellow, All India Rank - <b>232</b>		2013
	▪ <b>1</b> Percentile, Physics (NSEP) Olympiad		2014
	▪ Qualified Chemistry (NSEC) Olympiad		2014
PROJECTS	<b>Autonomous Underwater Vehicle (AUV)</b> <a href="https://github.com/AUV-IITK">github.com/AUV-IITK</a>		
	▪ Software Developer, Prof. K.S. Venkatesh & Prof. Sachin Shinde		Dec 2015 – Present
	• Were placed 2nd at the national level competition SAVE, organized by NIOT Chennai.		
	• Used Robot Operating System (ROS) for Motion Control, OpenCV for Image Processing and Gazebo for simulation.		
	<b>Introduction to Game Theory</b>		
RELEVANT COURSES	▪ ACA Semester Project		Jan 2016 – Apr 2016
	• Developed Tic-Tac-Toe and Connect-4 games using min-max and alpha-beta algorithm.		
	<b>Completed</b>		
	Introduction to Programming	Partial Differential Equation	Linear Algebra
CAMPUS ACTIVITIES	Introduction to Electrodynamics	Multivariable Calculus	Abstract Algebra
	Introduction to Classical Mechanics	Discrete Mathematics	Complex Analysis
	Introduction to Electronics	Logic in Computer Science	
	<b>Ongoing</b>		
	Data Structures and Algorithms	Probability and Statistics	Computer Organization
SKILLS	Computer System Security	Computer Laboratory	Introduction to Economics
	<b>Academic Mentor</b>		
	• Helped students to cope up with Academics.		Aug 2016 – Present
	<b>Departmental Student Body Member</b>		
OTHERS	• Arranged Happy hours and departmental trips.		Aug 2016 – Present
	<b>Project Mentor</b>		
	• Mentoring the project Introduction to Game theory.		Jan 2017 – Present
	<b>Company Coordinator</b>		
	• Conducted various placement activities.		Jul 2016 – Dec 2016
SKILLS			
	<b>PROGRAMMING</b> C/C++, Python, x86 Assembly, ROS, OpenCV.		
	<b>WEB</b> Javascript, CSS, HTML.		
	<b>UTILITIES</b> Linux Shell Utilities, Git, GDB, $\LaTeX$ , Sublime, Vim.		
	<b>PLATFORMS</b> Linux(Ubuntu), Windows, Arduino, Android.		
OTHERS			
	<b>Presentation Project</b> Diophantine Equations (Under Prof. Nitin Saxena)		
	<b>Google Devfest</b> Time Table Scheduler App		
	<b>Robotrix</b> Made a bot that can pass wedges, lift and stack cubical objects.		
	<b>Mathemania</b> 3 <sup>rd</sup> position on Institute level.		
OTHERS	<b>Project Euler</b> Solved 50+ problems.		