Pramod B S

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🌐 https://pramod-b-s.github.io/   ⓞ pramod-b-s

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EDUCATION

NITK   **Surathkal**
B.Tech in Computer Science and Engineering   *CGPA: 8.91/10*   *Expected : May 2019*

Sarvodaya PU College   **Tumkur**
Pre-University in Science   *Percentage : 96.83*   *May 2015*

Kendriya Vidyalaya   **Tumkur**
Matriculation   *CGPA : 10/10*   *May 2013*

EXPERIENCE

Samsung Research Institute Bangalore   **Bangalore, Karnataka**
Intern, NLU Team   *May - July 2018*
- Worked on Sign Language or Gesture Recognition project for a given alphabet and live video feed.

Applied Cognitive Science(ACS) Lab   **IIT Mandi, H.P**
Research Intern   *May - July 2017*
- Worked on the development of a Submarine Warfare Simulation for IVD and VR platforms as part of a *DRDO* project using Unity-3D.
- As part of another project by *H.P.S.C.S.T.E, Government of H.P*, I developed an Android application to alert the users for possible landslides based on the data gathered by sensors.

PUBLICATIONS

- Rao, A. K., B. S., Pramod, Chandra, S., & Dutt, V. (2018, July). Influence of indirect vision and virtual reality training under varying manned and unmanned interfaces in a complex search-and-shoot simulation. 9th AHFE International Conference 2018, Orlando, Florida, USA.

ACHIEVEMENTS AND CERTIFICATES

NTSE National Level Scholarship   *Present*
- Cleared NTSE National level examination in the year 2013

JEE Mains Scholarship by Government of India   *Present*
- Scholarship awarded for securing AIR 1537 in JEE Mains 2015.

Completed Certified Android Course by Google, NITK   *November 2016*
- Completed all the Android applications which were a part of the Applied CS with Android course such as 8-Puzzle, Scarne's Die game and Ghost word game.

Secured 1st Position in Marathon at ENGINEER 2016, NITK   *October 2016*
- Our team won the popular CSE event Marathon conducted during ENGINEER at NITK.

Secured 9th Rank in KCET 2015, Engineering Stream   *May 2015*

CBSE Certificate of Merit   *July 2013*
- For being among the top 0.1 percentage students in the CBSE – 2013 AISSE Examination.

Participation Certificate at KVS National Science Exhibition 2013, Kolkata   *January 2013*
- Secured 2nd position in State level KVS Science exhibition for my working Automatic Vertical Lift Bridge model and the model was selected for the National level Science exhibition.

SKILLS AND INTERESTS

Languages:	C, C++, C#, Java, Python, LEX, YACC, CUDA, HTML, CSS, SQL, JavaScript, Arduino, LaTeX, MIPS
Technologies:	Docker, Android, Unity-3D, Firebase, AWS, Django, React-Native, Node-JS
Interests:	Computer Networks, Graph Theory, Design of Algorithms, Machine Learning, Game Theory, Data Science, Cryptography, Competitive Programming

PROJECTS

Mini Compiler for C Language *March 2018*
- Designed a basic C Compiler using LEX and YACC to generate intermediate code from source program.

A Library of Scientifically Realistic Phenomena for Unity-3D *February 2018*
- Created a library consisting of effects such as Flames, Waterfall, Rain, Doppler Effect etc. using Particle Systems and C# scripts to facilitate easy and highly customizable game development using Unity-3D.

Website to Convert YouTube Videos to Audio files *January 2018*
- Created a website that takes a YouTube video's link, converts it to mp3 format and lets the user download any portion of the mp3 Audio file using Flask, YouTube-DL and attempted to host it on AWS.

Simplifying TEACUP set-up using Docker Containers *November 2017*
- Our team did the initial work in an ongoing project to set-up TEACUP (an automated framework to setup a testbed for real time experimentation of TCP) by using Docker containers in an attempt to simplify the setting up of TEACUP in future, which otherwise takes several months.

Parallel K-Means Clustering Algorithm Implementation using CUDA *November 2017*

Intelligent Burglar Alarm system using Arduino and GSM SIM-800 *October 2017*

Landslide Proximity Alert Android Application *July 2017*
- Developed an Android application which uses the probability of landslide calculated using data gathered by sensors deployed in Mandi district, H.P to alert users within a radius of 1 km from the landslide prone areas to relocate to safer areas (using Google Places API).

OpenCV-Python Face Recognition Application using MySQL Database *June 2017*

Submarine Warfare Game for IVD, VR paradigms *May - June 2017*
- Designed a submarine warfare game with AI governing the enemy behaviour.
- The game consists of two versions with manned and unmanned player submarines respectively, each with five levels of difficulty, developed for Google Cardboard VR and MS Windows Desktop platforms.
- Significant data collected from the game (including EEG data and NASA-TLX survey results) was used to model the decision making of the player under different circumstances.

Process Scheduling Simulator in OS Simulator *March 2017*
- Designed an application that schedules various processes according to the chosen scheduling algorithm, displays the best algorithm for the given processes and generates the Gantt chart for Android and MS Windows (using Tkinter GUI by Python) platforms.

Course Registration Android Application *March 2017*
- Designed an Android application using Firebase Authentication and Firebase Database for hassle-free online course registration in colleges.

Smart Comparator Android Application *March 2017*
- Designed an Android application to compare the prices of various services that can be availed online such as E-Shopping and Bus/Flight ticket prices.

Extra Curricular Activities

- Executive member of Institution of Engineers (IE), NITK
- Former member of NGO Avanti, NITK Chapter
- Reading, Travelling, Mentoring, Technology, Programming, History, Political Science
- Table-Tennis, Badminton, Football