

Prashansa Tanwar

BTECH (ELECTRONICS AND COMMUNICATION ENGINEERING)

Residential Status: Singapore Permanent Resident

✉ prashansatanwar@gmail.com | 🏠 prashansatanwar.github.io | 📷 prashansatanwar | 🌐 prashansa-tanwar

Work Experience

Kalam Labs (Elixir Systems)

Delhi, India

AR DEVELOPER

Dec. 2019 - Jan. 2020

Created AR simulations for figures/ illustrations from NCERT books of class 9th and 10th.

Education

Indraprastha Institute of Information Technology Delhi

Delhi, India

BTECH IN ELECTRONICS AND COMMUNICATION ENGINEERING

Aug. 2018 - Exp. Jul. 2022

CGPA: 7.37

ITL Public School

Delhi, India

CBSE BOARD (CLASS 12)

Apr. 2017 - Jun. 2018

Score: 92.25%

Skills

Expertise Area Object Oriented Programming, Machine Learning, Image Processing, Computer Vision

Programming C++, Python, Java, JavaScript, C#, MYSQL, HTML, CSS

Tools and Technologies Git, React, OpenCV, Unity Game Engine, Cuda Programming

Technical Electives Data Structures and Algorithms, Algorithm Design and Analysis, Advanced Programming, Signals and Systems, Machine Learning, Introduction to Data Mining, Digital Image Processing, Computer Vision, GPU

Languages English, Hindi

Certifications

2019 **Smart India Hackathon (Finalist)**, AICTE

India

Projects

Cognitive Brain Analysis

IIIT Delhi, India

Aug. 2021 - May 2022

Focused on deriving key insights into mistake-induced variance in performance using data analysis and visualization, and finding the interdependence amongst emotional traits (sadness, loneliness, life satisfaction, etc.). Used Shapley analysis on trained models to find these relationships.

Implementing a Volumetric Ray Tracing algorithm on GPU

IIIT Delhi, India

Feb. 2021 - Apr. 2021

Implemented a Volumetric Ray algorithm for visualizing Medical data (MRI), in form of output 3D renders using Nvidia's Cuda library in C.

Implementing a Haze Removal Algorithm

IIIT Delhi, India

Oct. 2020 - Dec. 2020

Implemented a single image dehazing algorithm in python using color attenuation.

Sorting Visualizer

Jul. 2020

Used React to create a visualizer for sorting algorithms like, Quick Sort, Merge Sort, Insertion Sort, Selection Sort and Bubble Sort.

Plants Vs Zombies Clone

IIIT Delhi, India

Aug. 2019 - Nov. 2019

Using JavaFx, we created a PvZ clone which has multiple levels and supports serialization. Basic user interface. It supports multiple users and loading previously saved games.

Extracurricular Activity

Green Life Foundation

Remote

VOLUNTEER (CONTENT CREATION)

May. 2021 - Aug. 2021