

Prashansa Tanwar

BTECH (ELECTRONICS AND COMMUNICATION ENGINEERING)

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Residential Status: Singapore Permanent Resident

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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

GPA till VI Semester: 7.36; currently in my final year

ITL Public School

Delhi, India

CBSE BOARD (CLASS 12)

Apr. 2017 - Jun. 2018

Score: 92.25%

Skills

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

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

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

Data Structures and Algorithms, Algorithm Design and Analysis, Advanced Programming, Signals and Systems,

Technical Electives Machine Learning, Introduction to Data Mining, Digital Image Processing, Embedded Logic Design, Computer Vision, GPU

Languages English, Hindi

Certifications

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

India

Projects

Implementing a Volumetric Ray Tracing algorithm on GPU

IIIT Delhi, India

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

Feb. 2021 - Apr. 2021

Implementing a Haze Removal Algorithm

IIIT Delhi, India

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

Oct. 2020 - Dec. 2020

Sorting Visualizer

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

Jul. 2020

Maze 3D

IIIT Delhi, India

Tilt controlled 3D maze game which has multiple levels made on Unity Game Engine.

Feb. 2019 - Mar. 2019

Plants Vs Zombies Clone

IIIT Delhi, India

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.

Aug. 2019 - Nov. 2019

Extracurricular Activity

Green Life Foundation

Remote

VOLUNTEER (CONTENT CREATION)

May. 2021 - Aug. 2021