Prashansa **Tanwar**

BTech (Electronics and Communication Engineering)

Residential Status: Singapore Permanent Resident

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Work Experience

Kalam Labs (Elixar 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
Technical Electives	Data Structures and Algorithms, Algorithm Design and Analysis, Advanced Programming, Signals and Systems, 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 *Feb. 2021 - Apr. 2021*
using Nvidia's Cuda library in C.

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 *Jul. 2020*
Sort and Bubble Sort.

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 *Aug. 2019 - Nov. 2019*
interface. It supports multiple users and loading previously saved games.

Extracurricular Activity

Green Life Foundation   *Remote*

Volunteer (Content Creation)   *May. 2021 - Aug. 2021*