

EXPERIENCE

PRICEWATERHOUSECOOPERS | MANAGEMENT CONSULTING INTERN |

ADVISORY

May 2022 – July 2022 | Raipur, CT

- Worked closely with the **Joint Plant Committee** and **Ministry of Steel**, analysing the ferrous scrap market in India.
- Conducted **secondary research** identifying **800+ generators and consumers** across **19 segments** and compiled a questionnaire of **380+ questions** for primary research of the scrap market.
- Reviewed the govt. policies in place for regulating the scrap market, viz **NSP 2017**, **SSRP** and **VSP** and conducted comparative research on their global counterparts to determine their criticalities.

COGENT WEB SERVICES | ANDROID DEVELOPER

May 2020 – June 2020 | Remote

- Involved in designing and developing app prototypes and user interfaces for Android applications.

SPORTS PROGRAMMING

Platform	Handle	Max Rating	Problem Solved
Codeforces	roet	1650	627
Codechef	roeticvampire	1891	91
Hackerrank	yosyedalihaider	4 Gold Badges	276
AtCoder	Roet	1008	83
Leetcode	yosyedalihaider	1630	130

PROJECTS

FLEET | ANDROID, JAVA, RSA 256K, SQLITE, FIREBASE, GLIDE

March 2021

- Fleet is a real-time chatting android app with **RSA256K** encryption.
- A unique Key-Pair for each user is implemented, hence every **P2P** communication is independently secured.
- Firebase Realtime Storage acts as the **interim server**, deleting messages once received by user.

AIR MOUSE | UNITY, C# , TCP/IP SOCKETS, ASP.NET

Aug 2020

- Created an Android App and a PC companion app to control the PC's mouse cursor using the phone's gyroscope.
- The Android app, built with Unity, reads the **gyroscope** and **accelerometer** data of the phone, and translates this **quaternion** to 2D movement vectors.
- The app and PC communicate via **TCP/IP sockets** on the local network on port 41900.
- The PC client works on **ASP.NET** framework to move the cursor as per the received packets.

BEAT SHABBER | UNITY, C# , OPENCV, EZYSLICE

May 2021

- Beat Shabber is a game where you slice cubes coming at you using your hand movement.
- The cubes are spawned using a **Beat Detection algorithm** which works by preprocessing the music clip.
- The hand movement is tracked with **OpenCV BLOB Detection** and mapped to the game cursor, used for slicing the cubes with the **EzySlice** library.

EDUCATION

IIT (ISM) DHANBAD

B. TECH | MINING ENGINEERING

July 2019 - Present | Dhanbad, IN

CGPA : 7.82 (up to 6th Sem)

SKILLS

Languages

C/C++ • Java • C#

Development

Android Studio • Unity • Selenium •

Firebase

Designing

Adobe Creative Suite • Figma • Blender

VCS

Git • Github

Databases

SQLite • MySQL

AWARDS

2021 Second Runner-up | **Samsung Innovation Challenge**

2021 Finalists | **Toycathlon**, organised by **AICTE-India**

2020 Winner | Coder's Rush (IIIT NR)

2019 Runner-up | Codeyaan

2019 Qualified | JEE (Advanced) 2019

2019 Cleared | KVPY- Stage 1

COURSEWORK

- Algorithms and Data Structures
- Object Oriented Programming
- Numerical Computation
- Linear Algebra
- Discrete Mathematics
- Internet Technology
- Operating Systems
- Graph Theory
- Probability & Statistics
- Problem Solving (Hackerank)
- C# Development for Unity Game Development (Coursera)
- UI/UX Design (Coursera)

ACTIVITIES

Head of Design | **Cyberlabs**

Head of Design | **SME IIT (ISM)**

Dhanbad

Core Team | **Khanan '20, '21, '22**