

## 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	yosyedalihaidar	4 Gold Badges	276
AtCoder	Roet	1008	83
Leetcode	yosyedalihaidar	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**