

Yudhik Agrawal

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EDUCATION

INTERNATIONAL INSTITUTE OF INFORMATION TECHNOLOGY, HYDERABAD

B.TECH IN COMPUTER SCIENCE AND
ENGINEERING (MAY 2021)

CGPA: 8.84/10

PUBLICATIONS

ICCVW - 3DRW'19

HUMANMESHNET: POLYGONAL

MESH RECOVERY OF HUMANS

Abbhinav Venkat, Chaitanya Patel,

Yudhik Agrawal, Avinash Sharma

ACHIEVEMENTS

SPORTS PROGRAMMING

Google Kickstart: Secured rank **159**
in Round-F 2019.

Codechef: yudhik,
Highest Rating: **2075**.

Codeforces: yudhik,
Highest Rating: **1834**.

ACADEMICS

Dean's list awardee for excellence in
academics awarded to **top 5%**.

HACKATHONS

Amdocs'19 Winner of Amdocs
HackFest out of 5000 teams.

Alexa'18: Ranked **3** in the Techgig
CodeGladiator out of 3000 teams.

SKILLS

• C/C++(STL) • Python • Bash
• JavaScript • Django • Flask
• PyTorch • Tensorflow
• MATLAB • AWS • GIT • MySQL

COURSEWORK

Data Structures and Algorithms ,
Computer Vision , Optimization
Methods, Artificial Intelligence ,
Machine Learning , Advanced
Computer Networks, Operating
Systems , Distributed Systems* ,
Computer System Architecture,
Software Analysis and Design, Graph
Theory and Group Theory , Database
System, Graphics, Mobile Robotics*

EXPERIENCE

RESEARCH ASSISTANT | CENTER FOR VISUAL INFORMATION TECHNOLOGY, IIIT-H

May 2018 – Present | Hyderabad, India

Currently working under Professor Avinash Sharma, on 3D Shape Analysis using
Deep Learning Reconstruction, Registration, Texture and Clothing Recovery.

RESEARCH STUDENT | ROBOTICS RESEARCH CENTER, IIIT-H

April 2018 – May 2019 | Hyderabad, India

Currently working under Dr. K. Madhava Krishna, on avoiding Drone Collisions by
Path Planning after doing 3D reconstruction of the surrounding obstacles(eg.
Humans) which need not be static.

TEACHING ASSISTANT | IIIT-H

May 2018 – Present | Hyderabad, India

- Computer Programming | Monsoon 2018
- Digital Signal Analytic and Application | Spring 2018
- Graphics | Monsoon 2019

The work involves explaining concepts of programming in tutorials, grading, making
problem sets and, taking lectures.

PROJECTS

DEEP 3D-HM GUI | PYTORCH, 3D RECONSTRUCTION, TKINTER

Developed a Tk GUI toolkit which finds 3D mesh of a human body from a
monocular RGB Image/Video using state-of-the-art Deep Learning network.

STACK OVERFLOW USERQUERY | TENSORFLOW, NLP, DJANGO

Developed a search bar on top of the StackOverflow API which provides
more relevant thread results based on the search and also re-order the
answers based on various NLP techniques like text-similarity(USE), statistical
analysis and semantic analysis.

AMDOCS VIDALYSIS | PYTHON, API, SCRIPTING

Developed a Software-as-a-Service which can analyze/interpret the video,
trimming relevant part of the video and can also search through video using
image or text.

TIC-TAC-TOE BOT | PYTHON, ARTIFICIAL INTELLIGENCE

Developed a bot capable of playing advanced version of Extreme Tic-Tac-Toe
using alpha beta pruning, custom heuristics and zobrist hashing.

LINUX MINI SHELL | C, OPERATING SYSTEMS

Developed a Bash like terminal in C using Linux system calls which includes
user-defined commands, piping and redirection and signal-handling.

MINI DROPBOX | PYTHON, SOCKET PROGRAMMING

Implemented a threaded HTTP proxy server with LRU caching and mutex
locks for multiple clients, implemented using python socket programming.

TUNNEL RUSH | C(OOPS)

Created a 3D game consisting of almost all salient features of the popular
video game The Game Legend of Zelda using OpenGL and other OOP
concepts in C++.