# Sachin Chandani

## Technical Skills

#### **Proficient In**

- > C/C++
- > HTML, CSS
- > MATLAB
- > UNIX/GNU
- > VLSI Designs
- > C(embedded), Microcontrollers

## Libraries/Framework

- > Javascript
- > Mysql
- > Bootstrap

#### **DevOps**

> Git

#### Courses

#### **Computer Science**

- > Data Structures
- > IT Workshop
- > Computer System Organization
- > Descrete Mathematics

#### **Electronics**

- > Digital Logic and Processors
- > Embedded Hardware Designs
- > Electrical Science I & Η
- > Linear Electronic Circuits
- > Electronic Workshop I & II
- > Digital Signal Processing

#### Miscellaneous

- > Engineering Systems
- > Human Sciences
- > Science I

## **Interests**

- > Competitive Programming
- > Reading, Fiction
- > TV/Web Series

## Codeforces : blue\_legend-Codechef: blue\_legend Github: sachin-chandani

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July 2016 - Present

July 2013 - April 2015

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## **Education**

## Bachelors of Technology in Electronics and Communication

International Institute of Information Technology, Hyderabad

Intermediate (RBSE 84%)

Noble School, Pali

High School (RBSE 88%)

Emmanuel Mission School

## **Projects**

## **Shape Plotting of The Objects**

C(embedded) Arduino MATLAB Circuit Design

Developed a prototype of Shape Detecting System which can plot 3 dimensional image of object kept in front of it. The majors of this project were embedded C, micro-controllers and system optimization techniques.

## Heart Rate Monitoring using PPG Signal

Uses PPG, ECG and Acceleration Signals to monitor Heart Rate using techniques like Signal Decomposition, Spectrum Peak Tracking and Sparse Signal Reconstruction.

**Variations Resistant Sizing in MOSFET Transistors** 

Artificial Intelligence C++ Python

MATLAB Python Shell

Project based on Swarm Intelligence/Ant Colony Optimization which performs AI based transistor sizing on digital circuits. The leakage of 45nm MGK full adder was reduced to 50% during testing.

## **Bomberman Terminal Game**

A UNIX terminal game based on original BOMBERMAN. The game is purely developed with python and can be played with different levels with greater difficulties.

## **Obstacle Avoiding Bot Prototype**

Arduino Circuit Design

Developed a dynamic bot prototype which can detect obstacle and change its path as per the requirements. The bot can be operated with or without using micro-controller.

Circuit Design **Audio Amplifier** 

Developed an audio amplifier circuit consisting of pre- amplification, gain and filter stages. The amplifier was rated 8.5/10 for the qualitative test.

## **Other Minor Projects**

C++ Artificial Intelligence

• Tic-Tac-Toe Bot: An AI based unbeatable 3 x 3 Tic-Tac-Toe bot which min-max algorithm to ensure the fastest victory.

## **Positions of Responsibility**

- Apex Member, IIIT Hyderabad: A selected body consisting of 14 members and responsible for organizing the induction events for fresher's and coordinating student mentors.
- Coordinator, Campus Life Committee, IIIT Hyderabad: A committee responsible for organizing all the events related to campus life of institute.
- Core Team Member, Felicity IIIT Hyderabad: The techno-cultural fest of IIIT Hyderabad with a footfall of 4000-5000 people.
- Member, Felicity Buzz Codecraft'17: Successfully curated and tested problems in Buzz'17 Codecraft-an annual programming competition by IIIT Hyderabad.
- Logistics Representative, VAYU House, IIIT Hyderabad.