# SATVIK RAMAPRASAD

# 3<sup>rd</sup> year Computer Science Student, IIIT-Bangalore, Electronic City, India - 560100

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# **EDUCATION**

2012

### August 2016 International Institute of Information Technology - Bangalore (IIIT-B)

**Present** > Integrated M.Tech. in **Computer Science**, 5<sup>th</sup> Semester

> Cumulative GPA: 3.90 / 4.00

Sri Kumaran Children's Home

2016 > CBSE - 12th Board Examination (2015-2016) Board Percentage - 96.8 %

> CBSE - 10th Board Examination (2013-2014) CGPA - 9.8/10

# **SKILLS**

Python/C++/Java, Database Systems, Web Development, Project Management, Business Analytics, Computer Graphics, Linux and Production Systems

# PROJECTS

# CIRCUITVERSE | FOUNDER

CircuitVerse is an easy to use online digital circuit simulator. It provides a platform to create, share and learn digital circuits across the world. I am the primary developer and maintainer of this open source project. Currently the platform has over 500 registered users and over 1600 saved circuits.

[JavaScript] Ruby On Rails] PostgreSQL Data-structures and Graph Algorithms | Simulation | Digital Logic

### BMTC - Cost Optimisation Project | Project intern

JAN 2018 - MARCH 2018

Project under Prof. V N Muralidhara. The project involved finding ways to reduce the cost for BMTC by making the shift schedule more efficient.

Python Data-structures and Algorithms

#### C++ Text Prediction and Auto correct Project | Primary Developer

APRIL 2016

Implementing trie data structure to efficiently store and retrieve millions of words in a datafile. Text prediction and autocorrect algorithms were implemented over the trie data structure using heuristics such as popularity/frequency of word, hamming distance etc.

C++ Data-structures and Algorithms

### LIGHTXLAB | PRIMARY DEVELOPER

☑ Lightxlab.zense.co.in JAN 2014 - FEB 2016

LightXlab is an interactive program to simulate ray optics. It involves solving equations, geometry and physics.

Flash Geometry Physics Graphics Simulation Math Equations

#### OTHELLO AI GAME | PRIMARY DEVELOPER

☑ satu0king.github.io/othello

JAN 2014 - FEB 2016

Classic Othello Game with good AI. 3 Different modes of difficulty, each adding a layer of logic.

Flash Logic math Graphics Game Development

**LED-CUBE - ANIMATION CODE GENERATOR | PRIMARY DEVELOPER**Simple Animation Editor to design LED - Cube Frame Animations. The tool generates arduino compatible C code which can immediately be run using an Arduino.

Flash Multiplexing Logic Arduino C Graphics

#### WEB BOARD | PROJECT MENTOR

☑ Webboard.zense.co.in

May 2018 - Present

Mentoring a team @ Zense with the project. Web Board is an online platform which will allow teachers to use the smart boards in class online. The notes are saved automatically and shared with all students for future reference.

JavaScript Ruby On Rails mysql Data-structures and Algorithms HTML5 Canvas

### IIITB - PHOTOGALLERY | PRIMARY DEVELOPER

☑ Photogallery.IIITB.ac.in

APRIL 2018 - MAY 2018

IIIT-Bangalore PhotoGallery was developed to showcase the various events and activities within Campus by the various clubs, organisations and committees. This consists of groups and albums. It supports admins and super admins, allowing differential upload privileges.

Ruby On Rails Javascript Bootstrap mysql

# **EXPERIENCE**

### HOMIGO | FULL STACK DEVELOPER

✓ Homigo.in JUNE 2018 - AUGUST 2018

Homigo is a flat sharing platform to solve rental problems (similar to Airbnb). My internship involved setting up business analytics, third party integrations and meeting several feature requirements.

JavaScript Ruby On Rails postgresql Metabase Bootstrap

# ZENSE | PROJECT AND GROUP COORDINATOR

Zense.co.in JAN 2017 - PRESENT

Zense is a Software Developer Club of IIIT-Bangalore. I coordinate with the various teams on several projects.

Development DevOps Project Management

#### DIGITAL LOGIC DESIGN | TEACHING ASSISTANT

JAN 2018 - MAY 2018

I was the TA for Digital Design Course for the 2017 batch.

Digital Logic Design Teaching

# Course Projects

#### **HUFFMAN COMPRESSION FOR TEXT FILES**

1ST SEMESTER

Huffman's algorithm can be viewed as a variable-length code table for encoding a source symbol (such as a character in a file). The algorithm derives this table from the estimated probability or frequency of occurrence (weight) for each possible value of the source symbol.

C Huffman Compression File Handling

**GRAPHS PLOTTER WITH BUILT IN INTERPRETER** github.com/satu0king/Python-Interpreter-With-Graphs 1ST SEMESTER Simple interpreter which can do basic maths operations. It can also plot basic functions.

Python Graphs Parsing Expression Evaluator

#### **IMAGE PROCESSING PROJECT**

github.com/satu0king/ImageProcessing 3RD SEMESTER

Developed library for various image filters from scratch

C++ Image Processing

# ACHIEVEMENTS

> Dean's Merit List

I am in the Dean's Merit List 2017 and 2018 for academic performance. Received Merit Scholarship for first and second year.

> Infin8 - Competitive Programming I bagged the first place in the college.

## > ACM - ICPC 2017

Our team scored second place in the college with a national rank of 361.

> Snackdown - 2017 Qualified for the final Elimination round.

# RELEVANT COURSES

- > Algorithms Data Structures and Algorithms, Design and Analysis of Algorithms
- > Math Probability and Statistics, Linear Algebra, Calculus, Discrete Maths
- > Systems Digital Logic Design, Computer Architecture, Systems and Signals
- > Data Science Machine Learning, Database Systems
- > Others Computer Networks, Software Engineering, Automata Theory

## INTERESTS

- > Entrepreneurial Interest very passionate and curious in knowing how companies operate in general and what decisions and factors lead them to success.
- > Product Development Interested in general technology based products with a special focus on educational products and their impact on the current education system.
- > Research interest Inclined towards research in simulation models, rendering and data science.