**Kiran Vasave | Cs21b041 | INDIAN INSTITUTE OF TECHNOLOGY MADRAS**

[**GitHub**](https://github.com/secretkontributer) **|** [**LinkedIn**](https://www.linkedin.com/feed/)

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| **EDUCATION AND SCHOLASTIC ACHIEVEMENTS** | | | |
| **Program** | **Institute** | **% / CGPA** | **Year** |
| Computer Science Engineering | Indian Institute of Technology, Madras | 6.97 | 2023 |
| Class XII (State Board) | Mumbai Junior College | 87.83% | 2021 |
| Class X(ICSE) | Ryan International School | 86% | 2019 |
| * Secured a rank of 5802 in Jee-Advanced (Among 1,41,699 candidates) * Secured a 99.57 percentile in MH-CET (Among 6 lakhs + students) * Code Chef Rating 1490 (div3) and code forces Rating 1228 (pupil) | | | |

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| **RELEVANT COURSES** |
| **Math Courses:**   * Probability and Stochastic Processes MA2040 * Basic Graph Theory MA2130 |
| **Theoretical and Core Computer Science Courses:**   * Languages Machines and Computation CS2200 * Design and Analysis of Algorithms CS2800 * Programming and Data Structures CS2700 |
| **Computer Systems Courses:**   * Computer Organization and Architecture CS2600 * Foundations of Computer Systems Design CS2300 |
| **Labs:**   * Foundations of Computer System Design Lab CS2310 * Computer Organization and Architecture Lab CS2610 * Programming and Data Structures Lab CS2710 * Object-Oriented Algorithms Implementation and Analysis Lab CS2810 |

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| **PROFESSIONAL EXPERIENCE** | |
| **Quaxil Consultants**  **Pvt Ltd**  **(Jan-May 2023)** | * Designed a Virtual Reality game on the game Engine ‘Unity’. * We used C# programming language for making the game. * It was the first Vr Game created in IIT- Madras for a Company. |
| **POSITIONS OF RESPONSIBILITY** | |
| **Envisage**  **(Game Dev)** | * I was part of the most prestigious club of IIT-Madras which was responsible for making games. * We created a Total of 2 games in my tenure. * We were able to represent our game in Shaastra (one of the biggest annual science fests held at IIT-Madras) * We were also able to represent our games in Saarang (Social and cultural fest of IIT-Madras) |
| **PROJECTS** | |
| * Hack CPU (part of the course CS2610) – Designed a basic 8-Bit ALU operating on 8-bit integers and floating-point numbers. * Created a Space Game with the help of the game engine Unity (C# is the programming language used for building this game) | |
| **EXTRA-CURRICULARS** | |
| * Competitive Programming and Open-Source Contributions * Hobbies include playing football, Cricket and Basketball. | |