ROHIT KUMAR JHA

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EDUCATION

Year	Degree/Certificate	Institute	CGPA/Percentage
2015 (expected)	B.Tech.	Indian Institute of Technology, Kanpur	9.6/10 (4 semesters)
2011	AISSCE, XII (CBSE)	Delhi Public School, Bokaro Steel City	92.2%
2009	AISSE, X (CBSE)	Rose Public School, Darbhanga	96.2%

Areas of Interest

- Algorithms
- Machine Learning
- Natural Language Processing

SCHOLASTIC ACHIEVEMENTS

- Awarded Gold Medal for being Regional Topper in Regional Mathematical Olympiad (RMO) 2010 organised by *Homi Bhabha Centre for Science Education*
- Secured All India Rank(AIR) 122 in IIT-JEE 2011 out of around 0.5 million students
- Secured All India Rank(AIR) 82 in AIEEE 2011 out of around 1.1 million students
- Received Academic Excellence Award that is awarded to top 7% students in Academic Year 2011-12
- Recipient of Summer Undergraduate Research Grant for Excellence (SURGE) 2013, granted by Dean Resource Planning and Generation, IIT Kanpur
- Secured International Rank 39 in 4th International Mathematics Olympiad organised by Science Olympiad Foundation(SOF)
- Secured All India Rank(AIR) 47 in 11th National Science Olympiad(NSO) organised by Science Olympiad Foundation(SOF)
- Secured All India Rank(AIR) 12 in National Science Talent Search Examination(NSTSE) 2011

Major Projects

Implementation of Integer Multiplication

Summers '13

Research Project under SURGE program under the mentorship of Prof. Piyush P. Kurur

- Implemented Integer Multiplication Algorithms based on Fast Fourier Transformation especially for 1000 to 10000 bit multiplications due to wide application of 1024, 2048 and 4096 bit multiplications in Cryptanalysis
- Achieved around two times faster running time than the existing GMP Implementation
- Planning to get it included in GMP Library

Study of Graph Algorithms

January '13 till now

Research Project under Prof. Surender Baswana

- Designed some promising ideas for Decremental Maintenance of DFS Tree in Directed Acyclic Graphs and currently working on them
- Surveyed the existing literature on Incremental Maintenance of All Pairs Reachability in Directed Acyclic Graphs
- Studied efficient algorithms for Incremental Maintenance of Topological Ordering in Directed Acyclic Graphs and Incremental Maintenance of DFS Tree in Directed and Undirected Graphs

VANI - Institute Wiki for IIT Kanpur

May '12 to October '12

Supported by Dean, Resource Planning and Generation and Student's Gymkhana, IIT Kanpur

- Worked in a team of around 10 to develop an **open-to-edit wiki built using Drupal CMS** for IIT Kanpur residents where all archival and other important campus information will be available to them
- Extended to other features like Student and Faculty Search, Lost and Found Portal
- Included a Forum for discussion with each person getting a platform to opine his/her views by means of a minimalistic profile

Hit Me - 3D Game Integrating Windows Phone with Microsoft Kinect Independent Project

March '13 to Apr '13

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- Created a 3D game, similar to Temple Run, which more than one player can play
- Integrated Windows Phone and Microsoft Kinect for a better gaming experience, allowing anyone with a Windows Phone to connect to the game in real time and create obstacles
- Won first position in Softkriti, Techkriti '13

Among top 7 teams in Code.Fun.Do organised by Microsoft and advanced to the National Round

8-bit General Purpose Computer

March '13 to April '13

CS220 Course Project under the guidance of Prof. Subhajit Roy

- Implemented a 8-bit General Purpose Computer on FPGA board having load-store architecture using Verilog HDL
- Implemented Recursive function calls and the General Purpose Computer could run programs such as finding factorial of any given number n, finding the sum upto n numbers, finding the nth Fibonacci number and display blinking LED
- Implemented an Interpreted and Compiler for the programs to be run on this General Purpose Computer
- Chosen as **one of the best projects** in the course

eC - Higher Level Language for C Language

May '12 to June '12

Under Programming Club, IIT Kanpur

- Designed a much easy-to-code-in language, along with its interpreter, to produce its equivalent C code
- Provides a huge relaxation in terms of syntax and provides functions for most common tasks
- Takes care of the common syntax errors that tend to creep in

Cloud Pad Summers '12

Under Electronics Club, IIT Kanpur

- Developed a GUI for PandaBoard containing a game, bluetooth application and a music and video player
- Game contains a Multiplayer LAN Game and a Cloud-based Game for PandaBoard
- Bluetooth Application allows Realtime Maintenance and Access of Information on PandaBoard using Bluetooth with Information residing at Remote Server

Hexapod Summers '12

Under Robotics Club, IIT Kanpur

- Built a six-legged desktop sized Hexapod, with three degrees of freedom in each leg and independent control over each leg
- Excellent design and walking mechanism renders stability in spite of reasonable weight
- Can perform all kinds of rotation with great precisions, and can walk in all directions

Table Tennis Game

April '13

CS252 Course Project under the guidance of Prof. Arnab Bhattacharya

• Created a 2D Table Tennis Game in Python, both for two player and with an AI, containing sound effects and other features using PyGame module

Snake Game November '11

ESC101 Course Project under the guidance of Prof. Piyush P. Kurur

- Created a Snake Game in Python with some innovative and interesting features using PyGame module
- Got A* in the course based on the project work and for being in top 1% in the course

RELEVANT COURSES (*ONGOING)

Fundamentals of Computing Mathematics I (Basic Calculus) Mathematics II (Linear Algebra) Data Structures and Algorithms

Computer Organization
Mathematics for Computer Science I
Mathematics for Computer Science II
Mathematics for Computer Science III

Computing Lab I

Computing Lab II Probability and Statistics Introduction to Logic *Randomized Algorithms *Natural Language Processing

*Natural Language Processin *Operating Systems

*Theory of Computation *Modern Cryptology

Computer Skills

Languages (Proficient in): C, C++, Python

Languages (Familiar with): C#, Java, Javascript, PHP,

Other Tools/Languages: LATEX, HTML, CSS, Octave, Unity 3D, Bash Shell Scripting, Drupal(CMS), Git, MIPS Assembly Language, Verilog

Platforms: Windows, Linux, Windows Phone, Android

OTHER ACHIEVEMENTS

- Won AI Challenge organized by HackerRank for IIT Kanpur Students
- Achieved 1st Position in FPGA Contest at Techkriti, the Annual Tech Festival of IIT Kanpur
- Achieved 1st Position in Softkriti, the Software Innovation Challenge, at Techkriti, the Annual Tech Festival of IIT Kanpur
- Advanced to Second Round, the National Round, of Code.Fun.Do 2013 organised by Microsoft
- Received Hacker's Choice Award in Yahoo HackU 2012