BIPUL KUMAR

ACADEMIC DETAILS

Year	Degree / Exam	Institute	GPA / Marks(%)
----	B.Tech and M.Tech in Computer Science & Engineering	Indian Institute of Technology Delhi	7
2014	CBSE	Vivekanand Public School	93
2012	CBSE	Jawahar Navodaya Vidyalaya	95

COURSES DONE

Data Structures And Algorithms , Discrete Mathematical Structur , Digital Logic & System Design , Computer Architecture , Operating Systems , Principles Of Artificial Int. , Computer Networks , Analysis &design Of Algorithms , Intro To Automata & Th. Of Co. , Intro. To Database Mgmt. Syst. , Intro. To Parallel & Dis. Pro. , Cloud Computing Techno. Funda. , Machine Learning , Design Practices , Linear Algebra & Diffe. Equa. , Probability & Stochastic Pro. .

* Courses currently pursuing

QUALIFYING EXAMS

JEE Rank: 1065 (OB)

AWARDS

- **IIT-Joint Entrance Examination Advanced, 2014** : Secured **All India Rank 1065** out of 1.5 million plus aspiring students.
- **Kishore Vaigyanik Protsahan Yojana Fellowship, 2013** : Awarded to **250 students nationally** by Govt. of India.
- **Javahar Navodaya Vidyalaya Selection Test, 2007** : Selected in **Top 80** at district level among 1000 plus students.

SCHOLASTIC ACHIEVEMENTS

- **Design Innovation Summer Award - 2015** : For the project titled "Daylighting using Optical Cable" by IIT Delhi

PROJECTS

Course Projects

- **Sudoku Web Application Under Prof. Huzur Saran (Aug, 2015 - Aug, 2015)** : Implemented a web application to play sudoku of different level using HTML, CSS, JavaScript.
- **Mini Search Engine under Prof. Amitabha Bagchi (Oct, 2015 - Oct, 2015)** : Inverted Index data structure to return web pages containing query phrase in order of relevance. Implemented using AVL trees and hashtable.
- **News Group Classifier under Prof. Parag Singla (Sept, 2015 - Sept, 2015)** : Implemented Naive Bayes classifier to topic-wise classify news article.
- **Multiplayer Ping Pong Game (Apr, 2016 - May, 2016)** : Implemented network based 4 player ping-pong game in Java using swing and socket library. Intelligent bot takes spot of player if someone leaves the game.
- **Game player for Tak (Sept, 2016 - Nov, 2016)** : Implemented bot AI in python for strategic board game Tak using minimax and alpha-beta prunning.
- **Labeling HIV active and inactive molecules (Nov, 2017 - Nov, 2017)** : Used Frequent Subgraph -Mining tools to identify common subgraphs and further used them to learn Linear SVM model for the classification of given new HIV molecules as 'active' or 'inactive'.
- **Data Mining and Sentiment Analysis of YouTube Videos (Mar, 2017 - Mar, 2017)** : Using Youtube api, extracted video's metadata like viewcount, like-dislike count, comments and presented them as an interactive webpage. Also did sentiment analysis over the viewer's comments on the video.

Internships

- **StellarGrid (July, 2016 - July, 2016)** : Developed Android app for the website "http://52.36.146.3/solar/"
- **Messmart (May, 2016 - Jun, 2016)** : Developed front end of Android app for "http://www.messmart.com/"
- **Edfora (Jun, 2017 - July, 2017)** : Designed and developed common android app modules with OOPs, MVP and Retrofit library.

Independent Projects

- **Auto Webcomic Extractor (Jan, 2016 - Jan, 2016)** : Implemented python script to auto extract and save all webcomics available at "http://xkcd.com/". Window requests were handled with Autoit Script.

TECHNICAL SKILLS

- Python, C++, Java, Ocaml, SQL, Bash, HTML, CSS, Javascript, PHP, R, OpenMP, MPI
- Linux, Git, Android Studio, MATLAB, Latex, Xilinx, Autodesk Inventor, Numpy

EXTRA CURRICULAR ACTIVITIES

- **Member of Street Play Team, Aravali Hostel, IITD :** Secured 2nd position in Inter hostel street play competition
- **BasketBall, Counter Strike Global Offensive, Badminton**