Sourabh
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Education ──────

B. Tech. CSE IIT Palakkad | 2020 | CGPA: 9.69/10

Class XII Sri Guru Ram Rai Public School | 2015 | 81%

Class X Delhi Public School Jhammat Ayali Kalan Ludhiana | 2013 | 78%

Skills ──────

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Technical Skills

Competitive Programming	Have solved many problems and have participated in various rithmic competitions
Programming Languages	C, C++, C#, Dart, MIPS, Prolog, Python, Rust, Standard ML, Verilog, Python GUI Library Tkinter, Latex, Markdown
Game Development	Cross Platform Game Development with Unity Game Engine
Photo Editing	Photo Editing with Photoshop

Positions of Responsibility

1	Club Head of Institute's Coding Club
2	Class Representative for Semester 2 and 3

Achievements

Chine Youth Delegation	Selected by the Ministry of Youth Affairs and Sports, Govt. of India among 200 students to represent India as a youth delegate in the "Indian Youth Delegation to China - 2018" (3rd July 2018 - 10th July 2018).
Academic	Highest CGPA yet in my branch.
Competitive Programming	Secured All India Rank 20 in Preliminary ICPC 2018 regional round. Secured All India Rank 86 in a contest conducted by Johnson & Johnson

Projects

Database Project	My team created a database with GUI written in Tk Python for amazon like marketplace.
Tic Tac Toe Game With AI on FPGA	Implemented a Tic Tac Toe game between a human player and an AI. The main code is written in Verilog language. The code for the AI part was generated with C++ using concepts of graph theory and dynamic programming
Surveillance Using Motion Detection	Came up with a system capable of recognizing motion signals after classifying the digital signal as interesting. It takes into consideration practical scenario noise and ambient lighting.
Predicting Taxi Travel Time	Analysed various approaches to predict a trip's their pros and cons, given the partial taxi trajectory running in the city of Porto.