

### Contact

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### Skills

### **Scripting Languages**

C & C++ Python lava Bash HTML & CSS **JavaScript** Embedded C

#### **Databases**

MySQL Mongodb



#### Frameworks & Softwares

Reactls Flutter Nodels Qt & PyQt Docker Git & GitLAB

## Interests

### Full stack development



### Al research development

Explore and collaborate to find "New".

#### Gaming

Strategy based, role play and story based.

# MOHITH BHARGAV **SUNKARA**

MASTER STUDENT AT BIELEFELD UNIVERSITY

# Experience

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### Aug 2019 - Pres 4ALLPORTAL Information Technology and Services

Software Developer, Gütersloh, Germany

- Build software components which increase the efficiency of the core application.
- Wireframe strategies for an efficient development environment.
- Solving production issues related to the core application.

# Education

Oct 2017 - Pres ent

M.S. in Intelligent Systems

Bielefeld University, Bielefeld, Germany

- Machine Learning - Reinforcement Learning -Deep Learning - Statistical Natural Language Processing - Social Robotics and Human Cognition

Jun 2013 - Jun 2 017

**B.Tech.** in Electronics and Instrumentation **Engineering** 

SRM University, Chennai, India

- Automation Engineering - Control systems -Electronic circuits and Digital System -Microprocessor and Micro-controller - Logic and Distributed Control Systems

# **Projects**

Present

#### PERSONAL PORTFOLIO WEBSITE

Personal Project

- Developing personal portfolio website using React|s, gitpages and gitconnected API

Present

#### **GSHEET EDITOR**

Personal Project

- A software tool to simply and work with data stored over google sheets.
- Developing core and desktop-based application.
- Integrating data visualization tools.

Oct 2019

#### **RELATION CLASSIFICATION VIA CONVOLUTIONAL DEEP NEURAL NETWORKS**

Academic Project

- Data refactoring, pre-processing and building CNN using Tensorflow.
- Hyper-parameter tunning.

Feb 2019

# MODELLING SOCIAL EMBODIMENT IN SOCIAL ROBOTIC COMPANIONS: USING TAMAGOTCHI & NAO

Academic Project

- To understand the social aspects of a robot and human interactions.
- Developed a Tamagotchi graphical user interface and Tamagotchi architecture in the NAO robot.
- Performed a survey on human participants and collected data for further analysis.

#### Mar 2019 MANIPULATION OF OBJECTS WITH ROBOTIC ARMS IN SIMULATED ENVIRONMENTS

Academic Project

- Worked with logic-geometric programming and Configuration space analysis.
- Worked with incorporating physics in LGP.
- Worked with multi-bound tree search-based solver.

#### USING SPIKING NEURAL NETWORKS AS A SUDOKU SOLVER Jan 2019

Academic Project

- Implementation of winner takes all architecture using the spiking neurons to solve different sizes of sudokus.
- Build a simple and flexible graphical user interface with both sudokus drawing features and solver steps analyzing features.

#### INTEGRATION OF A MICROPHONE IN THE AMIRO PLATFORM, DATA ANALYSIS AND UTILIZATION OF THIS INFORMATION IN APPLICATIONS Dec 2018

Academic Project

- Implementation of a Software interface to retrieve data from the microphone.
- Analysis of microphone data using signal processing methods.
- Transformation of the processed audio data into an application using AMiRo platform.

#### INTERACTION IN VIRTUAL REALITY Sep 2018

*Academic Project* 

- Understand the problems using ray-casting in a complex environment. Wire-frame a solution. Implement the solution and test it with complex environments (Super Market).

#### May 2017 AN AUTOMATED SYSTEM AND PROCESS FOR CLEANING CONTAINERS

Academic Proiect

- Designed and developed a full-scale IoT based process control prototype to solve the problems in cleaning drinking water bottles at drinking water supplies industry.

## Languages

-Telugu: Native or bilingual proficiency -English: Professional working proficiency Professional working proficiency -Hindi:

-German: Elementary proficiency

### Achievements

#### Patent (Aug 2018)

Pachelor Thesis: "AN AUTOMATED SYSTEM AND PROCESS FOR CLEANING CONTAINERS". In: The Patent Office Journal No. 32/2018, pg.no. 29682.

## **Publications**

### Iournal Article

INTERNATIONAL JOURNAL OF INNOVATIVE TECHNOLOGY AND EXPLORING ENGINEERING (IJITEE)

Balavivek Sivanantham, Mohith Bhargav Sunkara, Burugu Ravi Teja | Volume-9 Issue-4, Feb 2020 Pg: 575-582 "Modelling Social Embodiment in Social Robotic Companions: using Tamagotchi & NAO"