

Résumé

Kaustav Ghosh

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Academic Details

Manipal Institute of Technology

2018 – 2022 (ongoing)

B. Tech in Computer Science and Engineering

CGPA: 7.93

Amity International School

12th CBSE Percentage: 91% (2015 - 2017)

Suncity World School

10th CBSE CGPA: 9.8 (2013 - 2015)

Interests

Artificial Intelligence, Machine Learning, Deep Learning, Reinforcement Learning, Robot Operating System

Academic Projects and Workshops Attended

- *Attended Introductory Python Workshop conducted by IE-E&C and got 3 days of hands-on practical Python programming at the workshop.*
- *Attended several Competitive Programming Workshops conducted by IECSE and implemented several data structures and algorithms in C++ with and without the use of STL Library.*
- *Attended the Cloud Computing Workshop held by DSC Manipal in collaboration with Google Developers Student Club where we used Google's Qwik Labs to implement Machine Learning algorithms, Natural Language Processing Algorithms, Speech Recognition.*
- *Attended Machine Learning and Deep Learning Workshops given by DSC Manipal and implemented several machine learning algorithms using Keras and Tensorflow.*
- *Attended a 2-day Machine Learning and Deep Learning Workshop conducted by IIT Kharagpur and implemented some basic artificial Neural Networks, Convolutional neural networks and Recurrent Neural Networks in Python*
- *Attended a 6-day Robot Operating System Bootcamp and learnt how to use ROS framework to interface Robotics components and later used Gazebo and Rviz to simulate artificial/real robots in a virtual environment.*
- *Attended a 3-day Web Development Workshop and implemented the tutorials in HTML, CSS, JavaScript and several of its libraries*

Courses Taken

College Curriculum

Data Structures, Object Oriented Programming with Java, Digital System Design with Verilog, Computer Organization and Architecture, Engineering Mathematics.

Off-Campus Academies and Online Courses

Coding Ninjas-Did C++ programming along with Data Structures and won Top Performer Certificate of Excellence in C++

Positions of Responsibility

- Logical Committee Member of IOSD (International Organization of Software Developers)

Technical Section

Software Familiarity:

Anaconda, AutoCAD, Matlab, Keil, Altera MaxPlus 2, VirtualBox, Vm Ware, Oracle SQL, VS Code and Sublime Text

Programming Languages:

Fluent in C/C++, Familiar with Java and Python, Verilog, Linux Shell Scripting

Libraries and Frameworks:

Python-Numpy, Pandas, SciPy, Scikit-Learn, Matplotlib, Keras, Tensorflow

C++-Standard Template Library(STL)

Java-JavaFX GUI

Web Development Languages, Libraries and Frameworks:

HTML, CSS, JavaScript and familiarity with MERN stack

Operating Systems Used:

Windows-XP, Vista, 7, 10

Linux-Ubuntu

Early Years

- Pulled an all nighter in 7th grade to construct a LEGO Mindstorms ev2 Humanoid Robot and programmed it using the NXT-G GUI interface that could walk, talk and identify colors in its environment and showcased it in a Science exhibition.
- Won 2nd Prize Trophy at state Level Abacus Competition in 4th grade
- Won 1st Prize Trophy at state Level Abacus Competition in 5th grade
- Won some gold, silver and bronze medals at the **School Level** Science and Maths Olympiads conducted by **Science Olympiad Foundation**

Personal Details

Phone: +91-8800441954

Email: teetangh@gmail.com

GitHub: <https://github.com/teetangh>