

# Saksham Sharma

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## SUMMARY

An enthusiastic and versatile electronics major student currently in his 5<sup>th</sup> semester. Seeking to put skills in Robotics and Automation, and Embedded Solutions into work. Have also worked on Image Processing and Data Analysis projects.

## EDUCATION

### R.V. COLLEGE OF ENGINEERING

B.E. IN ELECTRONICS AND COMMUNICATION ENGINEERING  
in 5<sup>th</sup> sem | Bengaluru, Karnataka  
Current CGPA: 9.51 / 10.0

### AKLANK PUBLIC SCHOOL

HIGHER SECONDARY SCHOOL  
2018 | Kota, Rajasthan  
CBSE (PCM): 83.33%

### DAV INTERNATIONAL SCHOOL SECONDARY SCHOOL

2016 | Ahmedabad, Gujarat  
CBSE: 10 CGGP

## SKILLS

### SOFTWARES

Multisim • SPICE • Proteus • Fusion360  
MATLAB • ILWIS • Blender • Unity •  
KiCad • SolidWorks • After Effects •  
Premier Pro • Photoshop

### LANGUAGES

Embedded C • C++ • Python • Verilog •  
L<sup>A</sup>T<sub>E</sub>X

### FAMILIAR FRAMEWORKS:

ROS • OpenCV • Gazebo • Docker •  
GCP

## AWARDS

1 <sup>st</sup>	Tiny Tinkers by MakerFest
1 <sup>st</sup>	Fab-a-thon by FabLab, CEPT
2 <sup>nd</sup>	IIT Gandhinagar Innovent Competition
Top 150	IEEEExtreme Coding 14.0 (National)
Nationals	Intel Tech Challenge

## EXPERIENCE

### TITAN ENGINEERING AND AUTOMATION LIMITED (TEAL)

#### STUDENT INTERNSHIP

Aug 2021 – Sept 2021 | Hosur, Tamil Nadu

- Worked on a R&D project developing a UR5 based pick & place machine built around ROS framework.
- Implemented template matching algorithm for detection of an object in accordance to industrial standards.
- Project was completed within timeline and exceeded expectation of senior management.

### ASTRA ROBOTICS | TECHNICAL HEAD

2019 – Present | Bengaluru, Karnataka

- Developing the control system of a quadruped robot.
- Participated in Indian Rover Design Challenge 2020 by Mars Society South Asia.
- Selected for round 2 in Flipkart Grid Challenge.
- Participated in ARTPARK competition by IISc Bengaluru.

### IEEE STUDENT BRANCH, RVCE | CHAIR ELECT

2020 – Present | Bengaluru, Karnataka

- Administered the social media and promotional posts of IEEE.
- Coordinated IEEE Paper Reading sessions held weekly.
- Handling event payments and day-to-day transactions of the SPS society.

### PLANET EARTHLINGS | GAME DEVELOPMENT ENGINEER INTERN

Sept 2017 – Oct 2017 | Ahmedabad, Gujarat

- Designed an in-game communication system and a video syncing framework within the Unity game engine.
- Engineered the fundamental framework for a multiplayer gaming environment.

## PROJECTS

### MACHINE TENDING ROBOT 📁 | PYTHON, ROS, OPENCV

- Created a UR5 based machine tending robot with Basler's camera.
- Implemented Fourier-Mellin transform based vision detection system up-to industry standards
- Devised the ROS-framework and drivers needed to interface with hardware for the setup.

### SNAPPY 📁 | C++, SENSOR DEVELOPMENT, IFTT, IOT

- Engineered a knock based home assistant together with creation of web app.
- Fabricated a vibration detecting sensor using Piezo and Microphone and developed IoT architecture for the whole system.

### PICK AND PLACE ROBOT 📁 | C++, FUSION360, 3D PRINTING

- Designed the arm and chassis tailored for the problem statement given by the organizers.
- Optimized control's of the robot in accordance to user's need. Implemented a communication system based off PWM signals.