Saksham Sharma

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SUMMARY

An enthusiastic and versatile electronics major student currently in his 6th semester. Seeking to put skills in Robotics and Automation, and Embedded Solutions into work. Familiar with Image Processing and Data Analysis as well. Also, write at *thelowesttype*

EDUCATION

R.V. COLLEGE OF ENGINEERING
B.E. IN ELECTRONICS AND COMMUNICATION ENGINEERING
in 6th sem | Bengaluru, Karnataka
Current CGPA: 9.51 / 10.0

AKLANK PUBLIC SCHOOL
HIGHER SECONDARY SCHOOL
2018 | Kota, Rajasthan
CBSE (PCM): 80%

DAV INTERNATIONAL SCHOOL
SECONDARY SCHOOL
2016 | Ahmedabad, Gujarat
CBSE: 10 CGPA

SKILLS

SOFTWARES
Multisim • SPICE • Proteus • Fusion360 MATLAB • ILWIS • Blender • Unity • KiCad • SolidWorks • After Effects • Premier Pro • Photoshop
LANGUAGES
Python • Embedded C • C++ • Verilog • LaTeX
FAMILIAR FRAMEWORKS:
ROS • OpenCV • Gazebo • Docker • GCP

AWARDS

1st	Tiny Tinkers by MakerFest
1st	Fab-a-thon by FabLab, CEPT
2nd	IIT Gandhinagar Innovent Competition
Top 150	IEEEXtreme 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
2021 – 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 | RAS - sChair
2022 – Present | Bengaluru, Karnataka
- Organized and managed events for the chapter.
- Administered the social media and promotional posts of IEEE.
- Coordinated IEEE Paper Reading sessions held weekly.

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, UR5
- 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 ↗ | SENSOR DEVELOPMENT, IOT, C++
- Designed 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.

SPOT ME | BIO METRICS, EMBEDDED SOLUTION, C++
- Constructed to enable a data-driven exercise regimen of an athlete using various cardiovascular and custom-developed sensors.
- Devised a sensor to measure body fat by analysing bio electrical impedance and to provide feedback on athlete's foot posture.