**Palash Badjatya**

**Civil Engineering**

**Indian Institute of Technology, Bombay**

100040003

UG Second Year

Male

DOB: 06/04/1992

| Examination | University | Institute | Year | CPI / % |
|---|---|---|---|---|
| Graduation | IIT Bombay | IIT Bombay | 2012 | 8.80 |
| Intermediate/+2 | HSC | Vivekanand College, Aurangabad | 2010 | 95.00 |
| Matriculation | ICSE | Cambridge School, Aurangabad | 2008 | 96.40 |

## SCHOLASTIC ACHIEVEMENTS

- Secured **1st rank** in Aurangabad City in std. 10th.
- Secured **1st rank** in Aurangabad City in std. 12th.
- Secured an **All India Rank of 1106** in *IIT-JEE.*
- Secured highest marks and consequently a **gold medal** in Science in the IAIS Examination conducted by Macmillan Publishers India Ltd. in collaboration with Educational Assessment Australia – University of New South Wales.
- Secured **1st rank** in Maharashtra in National Science Talent Search Examination (2004).
- Reached 2nd level in National Cyber Olympiad for two consecutive years.

## EXTRA-CURRICULAR ACTIVITIES

- Represented school at **State-Level** Table Tennis Championships for two consecutive years.
- Among the top 12 players selected for **Inter-IIT** Table Tennis.
- Part of NSO – Table Tennis in the year 2010-2011.
- Recognition as **Emerging Player of the Year** (Aurangabad) in Table Tennis, 2005.
- Represented school at City Chess Championships.
- Made a **robotic car** to overcome a specially designed obstacle course in Trackmania, IIT Bombay.
- Active member of the winning team that designed the main gate for IIT Bombay at the 3D modeling competition.

## POSITION OF RESPONSIBILITIES

- **Vice-Captain** of Titan House 2006-07.
- **Captain** of Zeus House, 2007-08.
- **Captain** of the school Table Tennis team, 2007-2008.
- Worked as an **Organizer** in *MOOD INDIGO*.
- Worked as an **Organizer** in *TECHFEST*.
- Worked as a **Coordinator** in *MOOD INDIGO, 2011.*

## KEY ACADEMIC PROJECTS

- **Game Development**          Guide: Prof. D. B. Phatak
  Successfully completed the project of development of an interactive visual game "Snakes And Ladders" using C++ integrated with graphics interface designed using EzWindows.

## SOFTWARE SKILLS

- Computer Languages: C++.
- Operating Systems: Windows, Linux.
- MS Office, Audacity, Photoshop.

## KEY COURSES TAKEN

- Engineering Mechanics
- Engineering Graphics & Drawing
- Computer Programming and Utilization
- Calculus
- Remote sensing and image interpretation
- Economics
- Data Analysis and Interpretation