

SAURABH KUMAR GUPTA



Third Year Student (B-Tech Programme).
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SCHOLASTIC ACHIEVEMENTS.

- Secured **All India Rank (AIR)-109** in Indian Institute of Technology-Joint Entrance Examination (IIT-JEE) among 3, 00,000 students (99.96 percentile). (2008)
- Secured **All India Rank (AIR)-2092** in All India Engineering Entrance Examination (AIEEE) amongst 6, 50,000 students (99.67 percentile). (2008)
- Secured **Rank-158** in UP Technical University State Entrance Examination (UPTU SEE) (2008)
- Secured **All India rank – 455** in COMEDK, the state entrance examination for Engineering Colleges of Karnataka.
- Awarded **MCM (Merit Cum Means)** Scholarship in IIT Bombay.

SUMMER INTERNSHIP-ARCOT SYSTEMS.

BANGALORE

RiskFort.

(May '09-July '09)

Guide: **Mr. Vinay Rai**, Product Sales Manager, Arcot Systems.

- Implemented the **C++ and Java Code** to develop the **Arcot Risk Analysis** so that it is independent on the database type used by the server.
- Worked on increasing the efficiency of the product by modifying the data structures used, analyzing the stack formation and memory leak.
- Tested the product independently to analyze and solve bugs and issues encountered while modification of the product.

ACADEMICS AND TECHNICAL PROJECTS .

IITB Racing.

(Aug '08 – Dec '08)

*-designing and manufacturing of **F1 Car***

- As a member of team IITB Racing for FSAE (Formulae Society of Automobile Engineers) 2010 currently involved in Chasis designing Suspensions part of car.
- Mathematical Modelling of Car under which by using Simulink, MATLAB Coding and SolidWorks the whole car is to be designed first and simulated in Real Time.

Multiplayer Snake Game.

(Jan '09 – Apr '09)

Guide: **Prof. Amitabha Sanyal**

- Involved the **SCHEME** programming language.
- Programmed the popular game snake having different levels of difficulty and other popular features that usually go with the game.
- Had a GUI (Graphical User Interface) using **Dr. Scheme** graphics library.

Othello Game.

(Aug '08 – Dec '08)

Guide: **Prof. Abhiram Ranade**

- Involved C++ features and programming and **SPRITE** library.
- The game which enables us to play simple Othello game at graphics screen generated having a option to play double player or with computer of different difficulty level.
- Had a GUI (Graphical User Interface) using **EzWindows graphics** library.

Line Following Robot.

(2008)

- Designed and made a robot whose objective was to remain on a line irrespective of its path.
- The robot made use of the difference in the amount of light emitted from the line and its surroundings.
- Op-amps and simple circuit designing were used to determine the course of the robot.

Wireless F1 Car.

(2008)

- Designed a wireless F1 car to complete the given track consisting of loops.
- Small pool of water and climbing over obstacles.

COMPUTER PROFICIENCY.

- **Programming Languages:** C/C++, Java, MIT Scheme, VLSI, Perl, Python and J2ME.
- **Software:** Visual C++, Eclipse, MS Office, Matlab, Adobe.
- **Operating Systems:** Ubuntu, Fedora, Unix, Microsoft Windows, Mac OS
- **Web Design:** HTML, PHP, JavaScript, CSS, XML, Dreamviewer.
- **Packages:** Scilab, Matlab, L^AT_EX, OpenGL.
- **Databases:** Oracle, Microsoft SQL.

RELEVANT COURSES UNDERTAKEN.

(Till APRIL 2010)

- Artificial Intelligence (Theory and Lab).
- Computer Networks (Theory and Lab).
- Implementation of Programming Languages (Theory and Lab).
- Embedded Systems Lab.
- Operating Systems (Theory and Lab).
- Computer Architecture (Theory and Lab).
- Database and Information Systems (Theory and Lab).
- Automata Theory and Logic.
- Logic Design (Theory and Lab).
- Design and Analysis of Algorithms.
- Software system lab.
- Data Structures and Algorithms (Theory and Lab).
- Discrete Structures.
- Abstractions and Paradigms in Programming (Theory and Lab).
- Computer Programming and Utilization (Theory and Lab).
- Calculus.
- Linear Algebra and Differential Equations.
- Data Analysis and Interpretation.
- Introduction to numerical analysis.
- Philosophy of life.

EXTRA CURRICULAR & POSITIONS OF RESPONSIBILITY.

- Currently working as **Web Secretary** of *Computer Science Department* for the year 2010-2011.
- **Executive Member** of E-Garage, a joint initiative by SINE and E-Cell to help students in starting up a successful company.
- Pursuing **Minors** in **Humanities** and **Social Sciences**, IIT Bombay.
- **Coordinator** of Hospitality Team in **Tech Fest 2010** (Annual Technical Festival of IIT Bombay) helped 10000+ participants by providing them required facilities to make their stay comfortable.
- Worked as **Organizer** of Hospitality Team in **Tech Fest 2009**, helped over 2000 participants by providing them required facilities to make their stay comfortable.
- Member of Organizing team of **Mood Indigo 2009** (Cultural Festival), gathering an audience of over 60,000.
- Worked in **SARC (Student Alumni Relation Cell)** where more than 2000 alumni of IIT Bombay were contacted.
- Active member in the **Performing Arts Festival (PAF)-2010** of Hostel 6.
- Worked as **Organiser** of **I-Race** -IIT's iconic running race that is conducted thrice a year, and is held simultaneously in cities across the globe.

- Was in ***NSO*** (*National Sports Organization*) Badminton team of IIT Bombay.
- Attended the session ***Hack U by Yahoo***.
- Member of the ***Badminton & Chess Team*** in school and secured **silver** medal for my group.

DECLARATION.

I, *Saurabh Kumar Gupta* hereby declare that the information written is true to the best of my knowledge and in case of any discrepancy I shall be held responsible.