Priyansh Gupta

Undergraduate (2019 - 2023)
Computer Science & Engineering

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Links

Github:// **MyGithub**
Blog:// **MyBlog**

Skills

OS
GNU/Linux, Windows

LANGUAGES
C/C++, Python, Dart(For Android Dev)

FRAMEWORK
MERN-stack, Flutter,
Pytorch

DATABASES
MySQL, Firebase, MongoDB

MISCELLANEOUS
Linux, Git, Bash, Opengl/Webgl

Coursework

Data Structures and Algorithm
Machine and Data Learning
Linear Algebra
Operating Systems
Data Analysis and DBMS
Quantum Information and Computing

Education

2019-2023
B.TECH. IN CSE
IIIT-Hyderabad
CGPA : 8.54/10

Self Learning Projects

JOB-EASY
Mern-stack web-app
Very similar to 'LINKEDIN'

COMPTER GRAPHICS AND VISION
Opengl and Webgl game, 3-D mesh, image processing, feature detection(SIFT),etc.

Achievements

ICPC REGIONALIST
Placed in top 250 teams in both prelims and regional of ICPC-2021.

Experience

2021-Present **Centre for Visual Information Technology, IIIT-Hyderabad** **Honours**
CVIT lab at IIIT-H works in various domains of computer graphics and computer vision like automated cars, medical equipment, etc.
Computer Vision , Machine Learning , Computer Graphics Algorithm and Tools

July 2021-Present **Boltzmann Labs** **ML Intern**
'BoltBio' is a Target Discovery Accelerator developed to aid researchers, extract potential targets for a specific disease. Working on improving the deep learning model for this tool by trying various techniques mentioned in different-different research papers by drug discovery researchers across the world.
Pytorch, Neural Networks, Data analysis, Python, Numpy

Feb 2021-April 2021 **UrbanRider, Hyderabad, India** **Android Intern**
Designed and developed a blood donation app from the scratch which has chat feature, Live location sharing using google maps api and have credit point system which can be used by the user to ask for blood at any blood bank in Hyderabad.
Flutter, Firebase, Google map

Academic Projects

Chess/Quantum Chess Engine **Java, Game Theory**
A chess engine made using min-max algorithm and different techniques like heat map and chess-logic for position evaluation. Openings were stored in a tree data structure. For quantum chess, used Hadamard and CNOT gates for transition of pieces between their classical and quantum state. Also did a bit of research on how machine learning can be used in deciding moves and tried to predict the move in a position using deep learning neural network by training it on the positions available in database.

MDP using Iteration Algorithm **MDP, Iteration-Algorithm**
A MDP problem statement was given about which you can read from the link: **Problem** . I solved and found the best policy by using iteration-algorithm.

DBMS for Sales and product quality analysis **MySql**
Designed a database management model which keeps track of all the purchases in a given region. This model helps in keeping track of total production of all the factories and provides all the necessary information to the customers so that they can easily lodge complaints against fraud or broken products. Model was optimized by following all the normalization steps.

Brick-Breaker Game **Python, OOPS concepts**
Terminal game written by following all the good coding practices and OOPS concepts.