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#### EDUCATION

Degree/Certificate	${\bf Institute/Board}$	CGPA/Percentage	Year	
B.Tech.	Indian Institute of Technology, Guwahati	6.77 (Current)	2020-Present	
Senior Secondary	CBSE Board	95.0%	2020	
Secondary	CBSE Board	90.2%	2018	

## EXPERIENCE

• TransOrg Analytics

May 2023 - Aug 2023

Data Analyst Intern

Remote

- Managed and analyzed client data in the automotive sector to **predict trends and develop pricing strategies**.
- Used SQL, Tableau to make an interactive Dashboard and developed models with XG-Boost & Gradient Boost.
- Function Estimation on Riemannian Manifolds

May 2023 - Jul 2023

Research Intern under Dr. Budhaditya Hazra at IIT Guwahati

Guwahati

- Explored Riemannian geometry and Ito Calculus to capture nonlinear relationships using geodesics and tensors.
- Analyzed Gaussian and log-normal PDFs for curvature, estimating parameters via MLE and Bayesian Model.

### Projects

• DevRev's Expert Answer in a Flash Inter IIT Tech Meet 11.0 | Gold Medal Dec 2022 - Feb 2023

rebrand.ly/devrevQA

- Developed optimized pipeline for **retrieval of KB articles**, enhancing performance, latency, and resource usage.
- Generated Synthetic Data via parsers and transformers, employing NER Re-ranking for relevant queries.
- Optimized Question-Answering models using ONNX and Quantization techniques reducing the latency to 250ms.
- Bosch's Age and Gender Detection from CCTV footage

Jan 2022 - Mar 2022

Inter IIT Tech Meet 10.0 | Bronze Medal

rebrand.ly/boschCCTV

- Detection of Age and Gender of people in low-quality CCTV footage with accuracy of 94.4% and MAE of 5.249.
- Trained YOLOv5 model for object detection, and implemented ByteTrack for tracking.
- Used SwinIR, SRGAN, Multi Swin for efficient person identification and CORAL Layer for age prediction.

• Chess Engine Aug 2023

Personal Project

rebrand.ly/chessEngine

- Created a two-player game of chess with features like **castling, en passant** and single and multi-player, using Pygame.
- Implemented NegaMax Algorithm and Alpha Beta Pruning to create a chessbot that rated 1800 against Stockfish.

## ACHIEVEMENTS

#### KEY COURSES TAKEN

- Mathematics: : Linear Algebra, Multi-variable Calculus, Tensor Calculus, Probability and Random Processes
- Computer Science: :Introduction to Computing (with lab), Fundamentals of AI, Deep Learning
- Robotics: Mechatronics, Robotics Vision and Control, Introduction to Reinforcement Learning

# Positions of Responsibility

•	Events	Manager,	Technical	Board,	ПТ	Guwahati
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Managed Overall events by Technical Board including Kriti, Techevince and Inter IIT
May 22 - Apr 23

• Marketing Head, Techevince 9.0

- Headed the entire Marketing Team and got both monetary and non-monetary sponsors May 22 - Apr 23

• Web Development Head, Association of Civil Engg., IIT Guwahati

- Developed and maintained the Website and server of ACE for the students of Civil Engg. May 22 - May 23

## TECHNICAL SKILLS

**Programming languages:** C++, C, Python, MATLAB **ML/AI:** PyTorch, Tensorflow, NumPy, Pandas, Matplotlib

Web Technologies: HTML, CSS, Django, JavaScript Miscellaneous: Git, Gazebo, ROS, Shell, Unity, IATEX

## EXTRACURRICULARS

•	Place	$\mathbf{ement}$	Logistics	Team,	Volu	inteere	ed for	Logistics	Team	in I	Placement	Season	2023			2022
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• Consulting & Analytics Club, Curated Resources for Winter Consulting '21 and Summer Analytics '22 2022

Robotics Club, Organised workshop for OpenCV and ROS for IIT Guwahati Campus Students

2021