

Jwala Kumar

Curriculum Vitae

WORK EXPERIENCE

MAY 2017 – PRESENT

Technology Intern

Fidelity Investment, India

Worked on a POC - Cloud Compatibility of company services being Elastic and Resilient.

MAY 2016 – JULY 2016

Summer Intern - Aerospace Department

IISc, Bangalore

Worked on two Machine Learning problems as mentioned under PROJECT section.

NOVEMBER 2015 – DECEMBER 2015

Winter Intern

Game Automators

Worked on building algorithms and robots to solve/automate playing mobile games.

PROJECTS AND ACHIEVEMENTS

JUNE 2016

IISc Bangalore

Suspicious Human Pose Estimation and Classification for Aerial Images. Detection and Classification of faces in disguise in the wild.

Person Detection, Regression and Classification model using Convolutional Neural Networks.

FEBRUARY 2016

Hackathon - Lakshya Foundation

Android App - JOJO Delivery

Measure box dimensions from its Image.

DECEMBER 2015

Game Automators

*Android Game Hack: Bang
Android Game Hack: Tic-Tac-Toe*





Algo and External capacitive touch simulation on mobile screen.

DECEMBER 2015

Techfest, IIT Bombay

Maze Runner

Algo and Bot to solve a maze on its own.

 VedNagar, Patna-800014, Bihar
 kpiyush@student.nitw.ac.in
 github.com/piyushkashyap14
 in.linkedin.com/in/piyushkashyap97

EDUCATION

2014-18 **B.Tech 4/4**

ELECTRONICS AND COMMUNICATION NITW
CGPA – 8.83/10

2014 **Class 12th**

St. Joseph Public School, Patna,
95.4 %

2012 **Class 10th**

Delhi Public School, Patna CGPA
– 10/10

POSITIONS OF RESPONSIBILITY

2017 **Coordinator**

*Event Conduction, Technozion,
Technical festival, NITW*

2016-17 **Assistant Manager**

*IG MakerSpace Student Team,
NITW*

2015-16 **Sub Co-ordinator**

*Springspre, Cultural Festival,
NITW*

2015-16 **Class Representative - Elected**

Students Council, NITW

SKILLS

PROGRAMMING C++, Data Structure,
Python, HTML5

TOOLS MATLAB, Git, Chef,
Docker, PS, AWS, STS

OTHERS Basic-OS, Computer
Architecture and
Networks, Agile, DevOps

CO-AUTHOR & ILLUSTRATOR

1. Book titled "Building Mobile Game Solver"