

Chinmay BAPNA

PERSONAL DATA

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EDUCATION

<i>Current</i> JULY 2013	BTech. and MS in COMPUTER SCIENCE ENGINEERING International Institute of Information Technology, Hyderabad CGPA: 8.5/10
MAY 2013	Class XII CBSE at ST. Paul H.S. School, Indore PERCENTAGE: 94.2

WORK EXPERIENCE

<i>Current</i> JULY 2015	Research Assistant in CENTRE FOR DATA ENGINEERING, IIIT Hyderabad The RAship involved software-development work for building ICT-based systems and methodologies to accelerate indian agriculture and rural development. We mainly make use of Php and Mysql
2014	Software Development Project at Fortuity Infotech Pvt Ltd. A 3-month long project comprising of developing game-mechanics for a Gamification Engine. It involved developing different types of feature modules for games and integrating their workflow using Rabbitmq . We made use of Python and Sqlalchemy .

PROJECTS

- **Wiki-Search Engine**, Under professor Vasudev Varma.
Built an efficient search engine which retrieves top-10 query-relevant documents from a 40 GB dataset of wikipedia documents in split seconds.
Language used - python.
- **Medical NER on twitter data**, Under professor Vasudev Varma.
Constructed an NER model to recognise names of medically acclaimed terms in tweets. We made use of tools such as Mallet(CRF), Tweetnlp and Metamap.
Language used - java, bash.
- **MiniSQL Engine**, Under professor P.K.Reddy.
Built sql engine which supports subset of sql queries using command line interface. Implementation done using a file structure of operating system.
Language used - C++.
- **Generating Specializations from Research Articles**, Under professor Vikram Pudi.
In the project a model was created which automatically segregates research articles based on their topics using LDA for topical clustering, making community networks and then using algorithms such as LDF for further specialization of research documents. Language used - **Python**.

- **Ultimate Tic-Tac-Toe**, Under professor Praveen Paruchari.
Built a bot for tic-tac-toe game which decides the next move on the computer generated board. Came up with heuristic involving probability on positions for given tic-tac-toe.
Language used - **Python**.
- **Database Management of a Shopping-Mall**.
In the project we built a website for managing different departments of a shopping mall with different functionalities for different users. Language used - **Php**.
- **OpenGL Games-Carrom Board and Spinning Top**, Under professor Anoop N.
Spinning top - 3D Environment consists of terrain and a spinning top. The top can be released from any end point of terrain and a goal is to hit a target using it.

ACHIEVEMENTS

- Was awarded merit certificate by CBSE for secondary school exam.
- Was awarded multiple academic proficiencies in senior secondary school.
- Secured rank 2323 in JEE MAINS and rank 5076 in JEE ADVANCED.
- Selected for the prestigious Dean's List of Excellence in Academics for the year 2014-15.

SKILL SET

AREA(S) OF INTEREST:	Data Structures, Algorithms, Operating Systems, AI
PROGRAMMING LANGUAGES:	C, C++, Java, ARM, Python
WEB TECHNOLOGIES:	HTML, CSS, PHP
DATABASE MANAGEMENT:	MySQL
SOFTWARE PACKAGES:	MATLAB, Eclipse
PLATFORMS:	Linux, Windows

RELEVANT COURSES

Data Mining, Information Retrieval and Extraction, Database Management, Data Structures, Algorithms, Operating Systems, Artificial Intelligence, Computer Networks.