Rishabh Oberoi

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DOB: October 05, 2002
Address: Vayusena Nagar, Nagpur,
Maharashtra

Education

Indraprastha Institute Of Information Technology, Delhi B.Tech(CSSS) 2020 – 2024(/present)	CGPA: 8.68 (till 6th Semester)
Kendriya Vidyalaya, Nagpur, Nagpur (Maharashtra) CBSE 2017 – 2018	Percentage: 91.83
Jain International School, Nagpur, Nagpur (Maharashtra) CBSE 2019 – 2020	Percentage: 94

Skills

Expertise Area	Object-Oriented Programming, Algorithms, Data Structures, Problem-Solving, Thread(Parallel) Programming, Research Methods in Social Science and Design, Multiple Linear Regression Analysis, and Computational Cognitive Science.
Programming Language	Java, Python, C++, Scala
Tools, and Technologies	Zotero, LaTeX, MySQL, Figma, LucidChart, Geogebra Spark, Hive, Data Analysis using R libraries, Python modules(Vader, tweepy, etc.), SceneBuilder, JavaFX, PsyToolKit
Technical Electives	Data Structures and Algorithms, Computer Organization, Analysis and Design of Algorithms, Fundamentals of DBMS, Econometrics, Operating Systems, Artificial Intelligence, Information Retrieval, Collaborative Filtering, Probability and Statistics, Convex Optimization, Linear Algebra, Research Methods in Social Science and Design

Projects

TweetPress (Jan,23 – May,23)
Team Size - 5

A News Recommendation System(Web-site) that recommends news articles of both parity to the user based on their Twitter activity. [-Python| -Sentiment Analysis| -Information Retrieval]

MuseIcky (Jan,23 – May,23)
Team Size - 4

A Music Recommendation System that uses time-correlated activity and song metadata [Content-Based Analysis] along with Collaborative Filtering to recommend songs to a user.

Will Hero: Game   (December,21 –
                                                         January,22)
                                                         Team Size - 2

Developing a game based on an Existing one(without reference to source code) We used concepts like multithreading, GUI Programming, and OOPs. The game is developed in Java(using OOPs methodology), using JavaFX(Event-Driven), and Scene Builder(GUI). The "Hero" jumps from Island to Island, avoiding obstacles and defeating foes like- Orcs to rescue the "Princess" who is held captive by the "BOSS Orc." On the way, the "Hero" also collects coins and weapons(upgradable). The "Hero" is also presented with the opportunity to revive themselves, given he has collected enough coins.

Positions of Responsibility

● Dy. Convener - Placement Cell, IIIT Delhi   (Mar 23 – Present)

● Teaching Assistant - Multiple technical Courses @ IIIT Delhi   (May 22 – Present)

● Student Mentor - SMP(Student Mentorship Program), IIIT Delhi   (Nov 22 – Present)

● Student Coordinator - Placement Cell, IIIT Delhi   (Mar 22 – Mar 23)

Internships and other work Experience

● SDE Intern at **JIO Platforms Limited [Analytics CoE]**   ● (May 22 - Jul 22)

● Undergraduate Researcher at **Cognitive Science Lab**   ● (Jan 23 - May 23)
  (IIITD)

● Undergraduate Researcher at **MIDAS: Multimodal**   ● (Sep 22 - Nov 22)
  Digital Media Analysis Lab (IIITD)

Competitions, Certifications, Hackathons and Achievements

● 1st Place in **Urban Company's Tech Bootcamp 2.0** (IIITD)
● **Geis College of Business [University of Illinois]**: Strategic Leadership and Management Specialization [Coursera: Grade - 100%]
● Goldman Sachs: Software Engineering Virtual Experience Program [Forage]

Interests and Hobbies

● Critical Thinking and Problem-Solving, Formal/Informal Teaching/Tutoring
● Building robust source code for different problems using concepts of OOPs, etc.
● Playing musical instruments, studying physics, cognitive science, and mathematics.

Declaration: The above information is correct to the best of my knowledge.
Rishabh Oberoi
Date: August 22, 2023