

# PEEYUSH SAHU

Student, IIIT Hyderabad

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Hyderabad, India

<https://github.com/peeyush1999>

## EDUCATION

M.Tech - CSIS

IIIT Hyderabad

August 2021 - Present

Hyderabad, India

CGPA: 9.33

B.Tech - CSE

College of Engineering Roorkee

August 2017 - July 2021

Roorkee, India

Percentage: 77.86

CBSE - 12<sup>th</sup> Class

D.A.V. Centenary Public School, Haridwar

2017

Haridwar, India

Percentage: 88.8 %

CBSE - 10<sup>th</sup> Class

D.A.V. Centenary Public School, Haridwar

2015

Haridwar, India

CGPA: 9.0

## SKILLS

Programming Languages : Java, C, C++, Python

Tools & Frameworks : PHP, JavaScript

Others : SQL, Arduino, Photoshop

## EXPERIENCES

Volunteering

Mentor : The Robotics And Innovation Club (TRAIC)

Nov 2017 - Nov 2020

Roorkee, India

Conducted tutorials and workshops for first year students and participated in various inter-college robotics competitions.

## ACHIEVEMENTS

- AIR 447 in Graduate Aptitude Test in Engineering (GATE)-2021 (CSE).
- Received Amazon Alexa Developer Reward, for developing highly engaging Alexa Skill, for a period of 10 months.
- Winner (2nd Pos.) at Manoeuvre, Techkriti'19 annual fest conducted by IIT-K (Indian Institute of Technology, Kanpur).

## PROJECTS

FastTorrent : P2P File Sharing System

- Developed a Peer-to-Peer Group Based File Sharing System where users can share, download files. Multiple pieces can be downloaded from multiple peers simultaneously.
- Technology(s) Used : Socket Programming, C++

MiniGit : A Version Control System

- Developed a Version Control System like Git, which can keep track of various versions of a project.
- Technology(s) Used : C++

FileHunt : Linux Based File Explorer

- Developed a Terminal based File Explorer and implemented basic functionalities including cp, mkdir, mv, search, rename, delete, snapshot.
- Technology(s) Used : C++

RemoteDesk : Screen-Sharing App

- Developed a remote screen sharing application using Socket Programming with remote control functionality.
- Technology(s) Used : Socket Programming, Python

Rate My Painting

- Developed a machine learning framework capable of classifying digital images of paintings into different categories and providing aesthetic score by evaluating them based on various parameters.
- Technology(s) Used : Python, Image Processing

Virtual Table Tennis

- Designed a gesture based application for playing Table Tennis Video Game.
- Technology(s) Used : OpenCV, Python, Image Processing

Sahutronics Home Automation

- Designed and Developed an Arduino based device capable of controlling appliances connected to it. This device is compatible with Amazon Alexa making it voice control ready.
- Technology(s) Used : Arduino, Amazon Alexa Platform

## INTERESTS & COURSES

- Operating Systems
- Data Structures
- Design & Analysis of Algorithms
- Computer Networks
- Embedded Programming
- Web Development
- Arduino Microcontroller