

ANAND KUMAR

Student at
IIITA , Peepalgaon Devghat
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OBJECTIVE

To utilize my skills as an Engineer for the benefit of society , my family and the organization I'm working in and seek new situation , pursue adaptability, create exceptional value and maximize my share of experience thus developing a phenomenally successful attitude towards living on the edge and become globally in demand.

PERSONAL DETAILS

- Name : Anand Kumar
- Nick Name : Efficiency
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EDUCATION

- **BACHELOR OF TECHNOLOGY IN INFORMATION TECHNOLOGY**
Indian Institute of Information Technology Allahabad India
Currently in 6th Semester
Current CGPI (till 5th Semester) 8.85
- **(10) MATRICULATION**
Jharkhand Board [2005]
Aggregate: 76.70%
- **(10+2) AISSCE**
CBSE Board [2007]
Aggregate: 86.80%

TECHNICAL SKILL

- **Programming Languages:** C, C++, Python,html,Php,CoreJava

- **Libraries Explored:** OpenGL,OpenCV,Qt,PyQt
- **Platforms Used:** Linux (Mandriva, Ubuntu,Fedora), Windows XP, Windows Vista , Windows 7
- **Software Experience:** MSOffice, MATLAB , Gcc-4.3.2 , Fireox etc

PROJECTS

➤ **User Desktop Scheduler and activity manager**

Abstract: The aim of this project was to develop a system that helps a person to organize his/her day/week/month by creating various routine and manage some of the activity likewise music(runs selected playlist), radiostation (Connects and launches given radiostation), Internet (launches given url if given) etc.

[Status: Complete]

➤ **Simulation of hand action and it's movement from real environment to virtual environment**

Abstract: The aim of this project was to simulate motion of hand in 3-D environment and some of it's action (grabbing, throwing) through Nintendo Wiimote. (<http://www.youtube.com/watch?v=NenPebrXD1U>)

[Status: Complete]

➤ **Finding abbreviation and their corresponding definition from free text**

Abstract: The aim of this project was to develop a system that can identify candidate abbreviation present in a free text and finds out it's possible expansion from the same document.

[Status: Complete]

➤ **Controlling Virtual Object through hand gesture**

Abstract: The aim of this project was to design a system(Game) that can be controlled (played) through hand gesture without the intervention mouse or keyboard.(Device free Interaction).(<http://www.youtube.com/watch?v=PoeUIygMMrU>)

[Status: Complete]

➤ **Linux Download Manager (OpenSource)**

Abstract: The aim of this project was to develop a download manager for Linux , that will be capable of accelerating the download speed fourfold.

[Status: Complete] :- All information is available at linkinAnand.blogspot.com

ACHEIVEMENTS

- IT-Guru 5th position in 2008 at IITA
- Winner of student project contest at IITM-2010(Intelligent Interaction technology and multimedia) for project "Controlling virtual Object through hand gesture."
- 2nd prize winner in magnum opus(Software development contest) at IITA in 2010.

AREA OF INTERSET

- **HCI** :- Finding and exploring new techniques of interaction with the computer system and potential of these technique for the implementation in the real world.
- **Data Structure and Algorithm**
- **Software Development**
- **Image Processing**

HOBBIES

- Listening Music
- Playing Volleyball
- Coding and Software Development
- Reading novels

- Writing blogs.
 - linkinAnand.blogspot.com
 - configureOpenCV.blogspot.com
 - HandgestureRecognition.blogspot.com