

# Ankit K. Panda

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## RESEARCH INTERESTS

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I'm interested in computational cognitive science, stochastic optimization, bayesian inference and applied mathematics.

## WORK EXPERIENCE

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### Project Engineer, IIT Bhubaneswar

JULY, 2018 - SEPT, 2018

Worked under Prof. Debi Prosad Dogra on Augmented Reality for Odisha's Culture, Monuments and Traditions.

### Internship on Graph Theory, NIT Calicut

JULY, 2015 - AUG, 2015

Mentored by Prof. Dr.Krishnan Paramasivam, Dept. of Mathematics, NIT Calicut

The internship helped to understand the fundamental of applied combinatorics and graph theory and briefed about the various topics of graph theory in a fundamental way. The utility problem was modeled and also an idea regarding the job-scheduling using bi-partite graphs was developed.

## EDUCATION

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### IIIT-Bhubaneswar, India

2014-2018

B.Tech in Computer Science and Engineering

Bachelor thesis: Augmented Reality Methods For Education, awarded **perfect score in institute**.

### CBSE AISSCE

2012-2014

Senior Secondary, 94%.

## PUBLICATIONS

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- [1] S. Pratap Singh, **Ankit. K. Panda**, S. Panigrahi, A. K. Dash, and D. Prosad Dogra. "PlutoAR: An Inexpensive, Interactive And Portable Augmented Reality Based Interpreter For K-10 Curriculum". In: *ArXiv e-prints* (Sept. 2018). arXiv: 1809.00375 [cs.HC].

## PROJECTS

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### Augmented Reality Methods For Education

JAN-MAY, 2018

Awarded **perfect score in institute**, top 10 % from 250 submissions.

This report raises questions about the condition of the Indian education system, details about school trips, psychology of children, reviews and discusses thoughts on AR as a supplement, a viable interactive solution to make classrooms more interactive.

### A Review on Convolutional Neural Networks for Eye Tracking

NOVEMBER, 2018

**Ankit Panda**, Shourya Pratap Singh

In our seminar report, we explain a novel way to track the eye using convolutional neural networks. We rely heavily on the research carried out by Krafska and Khosla on their paper titled, "Eye Tracking for Everyone", CVPR, 2016.

## PlutoAR: An Augmented Reality Interpreter for Education

MAY-OCT, 2017

PlutoAR is an affordable, tangible Augmented Reality Interpreter for the K-10 Curriculum. The kit consists of a "Launchpad" where you place "tiles" to create programmable experience, observable using the Android app, such as taking off a rocket, navigating a maze using control loops and solving simple math.

## Wifi Controlled Smart Power Outlet using Arduino

FEB, 2017

Designed a wifi "smart" plug which could be controlled using a web app through local network and measure the connected device energy consumption using a Hall Sensor.

## ACHIEVEMENTS AND AWARDS

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- **Won UnitedByHCL Hackathon, First Prize of \$5000** from 13000 candidates all over the world, at Manchester, U.K, October, 2017, [*look PlutoAR for the idea*].
- Qualified for **ACM-ICPC** Zonal Region, IIT-KGP, December 2016
- **Ranked 2nd in the district of Kozhikode**, Kerala, at the power-point competition organized by CBSE Kalotsav, 2012

## TECHNICAL SKILLS

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**Languages:** C, C++, Python, MATLAB, HTML/CSS, JavaScript

**Frameworks:** OpenCV, Vuforia,

**Tools:** Adobe Illustrator, Unity

**Other:** Jekyll, Git,  $\LaTeX$

## RECREATIONAL INTERESTS

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### Sports and Leisure

Chess, Table Tennis, Swimming, Video Games, Literature (contemporary fiction, non-fiction), Writing and recently trying to learn cooking.

**Social:** I occasionally teach higher secondary students at schools about computer science, mathematics. I have also founded the Quiz club at IIIT-Bh.