



Harsh Kumar

SECOND YEAR UNDERGRAD STUDENT

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<https://github.com/harsh2929>

Education

National Institute of Technology Kurukshetra (India)

Computer Science and Engineering

Expected May 2025

Shanti Niketan Public School, Hisar

HIGH-SCHOOL

2021

CBSE-AISSCE : 92.4%

O.P Jindal Modern School, Hisar

HIGH-SCHOOL

2019

CBSE-AISSE : 93.8%

Projects

GNN-TORCH

GITHUB LINK: <https://github.com/harsh2929/GNN>

Pytorch/gnn

- Currently working on a GNN project implemented through pytorch
- Implemented subgraph matching

APHRODITE

GITHUB LINK: <https://github.com/harsh2929/Aphrodite>

OPENGL/EARTH RENDERING

- Used open-gl to render earth with minimal resources
- Implemented day/night and currently working to simulate heatwaves on the rendering.
- Simulated different topographic conditions modelling earth.

CUDA-COMPRESS

GITHUB LINK: <https://github.com/harsh2929/Compression-Algo>

C++/CUDA

- Processed vcf files using CUDA engine
- Implemented LZMA algorithm for gpu compression using cuda
- Achieved a higher compression rate (23.8%) vs normal cpu compression with the same library

AMNESIA

GITHUB LINK: <https://github.com/harsh2929/Amnesia>

Location finder game

- Made a web app using javascript framework and google api to guess location on map.
- Currently working on providing multi-player experience.
- Added functionality to select particular country to find locations in.
- Integrated street view

INTERNAL IMAGING

GITHUB LINK(under development) : <https://github.com/harsh2929/IntImg>

3D PROJECTION/RECONSTRUCTION

- Created a renderer for generating body-images
- Used python libraries to accurately model body structure with the provided dataset.
- *currently developing

NFS-DATA PROCESSING

GITHUB LINK: <https://github.com/harsh2929/NFS-Rendering>

GAME-DATA PROCESSING

- Worked on data processor and analysis of the popular game need for speed
- Implemented graphical data visualization for various aspects of the game

NGINX Distro

GITHUB LINK: <https://github.com/harsh2929/NGINX-Distro>

Nginx distribution

- Added a sync Pool to reuse instances of `nxt_unit_request_info_t` and reduce memory allocations.
- changed receiver to pointer to mitigate extra copying of observer slice
- Uses the `httpcache` package instead of rolling out a custom caching mechanism. This will not only simplify your code, but also provide more features and better performance

Uses a mutex to protect the cache map in the `Cache` struct, as multiple goroutines may access it concurrently

PunNtk

GITHUB LINK: <https://github.com/harsh2929/PunNtk-Transform>

Transformer implementation with `vowpal wabbit`

- Text processing for argument for establishing control
- Use `vowpal wabbit` for faster processing
- Used `NLTK` to perform lemmatization.

POINT CLOUD PROCESSING

GITHUB LINK: <https://github.com/harsh2929/CP-PROCESSING>

3D PROJECTION/GAME ENGINE

- used auction algorithm for point cloud processing
- implemented point cloud comparison

Phantasm

GITHUB LINK: <https://github.com/harsh2929/Phantasm>

Android privacy application

- Worked on an android application for shutting down all basic utilities in case of distress events.
- Added data clearing and fake location utility.
- Implemented remote control of the device upon loosing access via simple sms communication.
- Implemented Pegasus spyware detection on mobile phone.
- Added no-metadata collection utility
- Implemented two factor authentication

ObjRend

GITHUB LINK: <https://github.com/harsh2929/OBJ-rend>

Website

- Created an threejs based website capable of rendering 3d .obj files
- Added overlay features.
- Implemented object selection and displaybar.

ChatZee

GITHUB LINK: <https://github.com/harsh2929/ChatZee>

React-Native based chat application

- Created an React-native based messenger application.
- Implemented high security standards using end to end encryption.
- Added real-time based chatting utility

Skills

Programming Languages

• C++ • Python • C • Java • C# • PHP • NodeJs • Dart

Frameworks and Libraries

• Ray • Keras • Tensorflow • Pytorch • CUDA • OpenGL

Relevant Coursework

- Design and analysis of Algorithms
- Data Mining and warehousing using python
- Probability and Statistics
- Web Design
- Linux and Unix programming
- Discrete Mathematics
- Operating system
- Programming and Data Structures

Research

Heat Wave Detection*

*(Submitted for final evaluation)

Kurukshetra, India

UNDERGRADUATE RESEARCHER

Nov 22'–Jan 23'

- Completed work on Heat Wave detection program utilising neural networks.
- Created a cheaper alternate to expensive dataset available online using open source "Nasa- Power" dataset
- Efficiently determined possible heat-wave with an accuracy of 94.5%
- Improved PlaSim climate model to render better and more accurate models
- Used and validated the softmax regression for analysing and predicting "rare-events"

Extracurricular Activity

Sponsorship Committee

Kurukshetra, India

MEMBER

Jan 2022 - Present

- Participated in the fundraising for college's yearly fest by gathering sponsorships from various corporations.
- Fundraised for "Shiksha" club of college, to providing basic education utilities for underprivileged students of nearby schools.

The Justice For Human Right(N.G.O)

India

MEMBER

Dec 2022 - Present

- Organized and conduct workshops and info-sessions on human rights and fundamental rights in the modern world context.
- Submitted a full stack application for the organization.
- Modelled the correlation of income vs disadvantaged group with other variables and indicators

Certifications

*(under going)(coursera)

- Hands-on Machine Learning with AWS and NVIDIA*
- Using Machine Learning in Trading and Finance*
- Reinforcement Learning in Finance by NYU*
- Decentralized Finance (DeFi) Infrastructure by DUKE UNIVERSITY
- Fundamentals of Quantitative Modelling by University Of Pennsylvania