Arman Singh Kshatri

IIIT–Naya Raipur   Github
Plot No. 7, Sector 24   E-Mail

Education

International Institute of Information Technology - Naya Raipur	2022– Present
B.Tech in Data Science and Artificial Intelligence	***CGPA**-8.52*
D.A.V Ispat Senior Secondary Public School - Dalli Rajhara	2019-2021
CBSE/HSC 12th	***Percentage**-91.0%*

Work Experience

Software Developer Intern	May, 2024 – June, 2024
GradeMyGrain	*Remote-India*

- Developed an android application using flutter and AWS EC2 for data collection of CNN model

Projects

Bhess-Engine   Source Code
UCI chess engine written in Rust [WIP]   *Paper*
- The chess-engine is made using the Bitboard technique to make it the fastest
- Published a paper in IEEE regarding the future of the project

Arogya-Direct   Source Code
Flutter application that can be used for Geo-Fencing
- Used Firebase for backend services, combined with Google Maps APIs.
- Uses GPS technology for instant and accurate positioning

Wator-OpenGL   Source Code
A Preadtor-Prey population dynamics simulation described by A. K. Dewdney
- Uses Open-GL for visualization of population dynamics of Preadtor and Prey with time.
- Written in C and uses Multi-Threading resulting in high performance simulation

Personal Website   Source Code
Website hosted on AWS EC2 instance
- Personal Website made using Hugo for generating static pages
- Uses NGINX for serving content and load balancing to keep the servers more robust against attacks
- Uses Jenkins enabled servers for CI & CD pipeline

Kala-Bot   Source Code
A Multipurpose discord bot purely written in python
- Designed using Python's asynchronous programming for handling multiple tasks concurrently
- Deployed on Replit with Flask integration to maintain an indefinite runtime

Skills

Programming Languages: C, Python, Rust , JavaScript, Dart, Java(Intermediate),
Other Programming Tools: HTML, CSS, OpenGL(Intermediate), GraphQL, SQL, Bash
Technologies: Linux, Blender, Adobe Photoshop, Adobe Illustrator, Git, Vim, AWS, LaTeX

Publications

Bhess Engine: A Chess Engine in Rust Utilizing NNUE and Zobrist Hashing for Material Evaluation : AIIoT 2024