

AJMEERA JAGADISHWAR | INDIAN INSTITUTE OF TECHNOLOGY PATNA

+91 6301628994

ajmeera_2101mc54@iitp.ac.in

github

LinkedIn

EDUCATION

Program	Institute	% / CGPA	Year
B.S in Mathematics and Computing	Indian Institute of Technology, Patna	7.70	2025
Secondary Education - Class XII (IPE)	Sri Chaitanya Junior College	97.1 %	2020
(Telangana State Board)- Class X	Shine High School	10	2018

SCHOLASTIC ACHIEVEMENTS

- Qualified for JEE Mains and secured a position in the top 1.1% among 10 million participants.
- Secured 5-star rating in HackerRank in Problem Solving by solving around 50+ problems in Data Structures and Algorithms.
- Achieved specialist in CodeForces with a concurrent rating of above 1400.
- Selected for the Amazon ML School program among the top 3000 candidates nationwide.
- Transitioned academic focus to Mathematics and Computing as a remark of standing in the top 10% in the first two semesters.

RELEVANT COURSES

Programming and Data Structures	Computer Architecture	Design and Analysis of Algorithms	Discrete Mathematics
Number Theory	Object Oriented Programming	Introduction to Data Science	Probability and Statistics

TECHNICAL SKILLS

Languages: C, C++, Python, JavaScript, Java(Beginner), MYSQL, MATLAB..

Libraries: NumPy, Pandas, Matplotlib.

PROJECTS

<u>TeeKart</u> (Online Tee shopping application)	<ul style="list-style-type: none">• Developed an online T-shirt shopping application using 4 frontend languages/frameworks - HTML, CSS, JavaScript, and React.js.• Enabled users to browse and order T-shirts based on their preferences in 4 different categories.• Implemented Appwrite for backend services, ensuring secure and efficient data management in more than 10 categories.• Source Code Availability: Made the source code accessible via a Git repository.
<u>Chattee</u> (Web chat application)	<ul style="list-style-type: none">• Built a 1-1 web chat application enabling users to communicate, extend, and manage friend requests with unique user id's.• Designed a user-friendly interface inspired by the Valorant game UI.• Utilised Appwrite for backend services and database schema design and storing data in more than 5 categories.• Fostered real-time 1-1 interactions among users, enhancing social connectivity.
<u>Aimlabs</u>	<ul style="list-style-type: none">• Designed a clone to improve gamers' skills by running a 60-second game mode that mimics one of the training modes in Aimlabs.• Integrates cognitive and sensory assessments to provide targeted gaming training.• Upon completion of the 60-second game, detailed statistics are displayed to the player, allowing them to analyse their performance and track their progress over time.• The graphic integration is still a work in progress, indicating that visual enhancements are on the way while the core functionality is in place.
<u>Simon Game</u>	<ul style="list-style-type: none">• Created a classic memory game using 3 frontend languages/frameworks- HTML, CSS, and JavaScript.• Developed a pattern recognition feature with 4 different colours and unique sound patterns that challenge users to recall and repeat patterns and update the score accordingly.• Used JavaScript to manage game logic, track user input, and provide the current user score along with the maximum score of a particular game.

POSITION OF RESPONSIBILITIES

Assistant Coordinator, Training and Placement Cell, Events and Planning, IIT Patna

(Mar'23-Mar'24)

Coordinator, Celesta, Media and Public Relations, IIT Patna

(Aug'23-Feb'24)

EXTRACURRICULAR ACTIVITIES

- Part of the Inter IIT Tech Meet team 7.0 in the Engineer's Conclave event and secured a full score of 30 on 30 in the event.
- Achieved an official chess rating of 1156 by the AICA in 2014 through consistent performance in multiple State/National events.