NANDAKISHORE S MENON

Student at IIIT Bangalore | Research Intern at IIIT Bangalore | Developer and UI/UX designer at Zense

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EXPERIENCE

Research Intern
IIIT Bangalore

📅 April 2021 – Present

- Working on a bitslice implementation of AES over ASTRA, a high throughput 3-party computation protocol over a ring.

Developer and UI/UX designer
Zense, IIITB

📅 September 2020 – Present

- Designed the user flow and UI for **uniPool**, a cross-platform carpooling solution for institutions.
- Helped organise a hackathon for freshers, and prepared a submission platform.

EXTRA-CURRICULAR ACTIVITIES

Designer for TEDxIIITBangalore
📅 September 2020 – Present

- Designed promotional content and marketed events conducted by TEDxIIITBangalore

Core Member of SquareOne
📅 February 2020 – Present

- Organized events as part of SquareOne, the induction committee of IIIT Bangalore.
- Prepared the official handbook and student-kit website to help the freshers.

ACHIEVEMENTS

- 5th place, Zense CTF 2020
- Scored 92% in Microsoft Technology Associate Exam (98-382:MTA)
- JEE Advanced 2019 All India Rank: 5290
- JEE Mains 2019 All India Rank: 6236

TECHNICAL SKILLS

Programming

C, C++, Java, Python

Web-Development

HTML, CSS, JavaScript, Nodejs, Express, React

Mobile App-Development

Flutter

Others

MongoDB, Algorithms, Data Structures, Git

EDUCATION

Currently in 3rd year of iMTech (Integrated MTech: Bachelors + Masters) in Computer Science and Engineering
International Institute of Information Technology, Bangalore

📅 August 2019 – July 2024

CGPA: 3.65/4.00

High School
Kuriakose Elias English Medium School (KEEMS), Mannanam, Kottayam - 686561

📅 2019

Percentage: 92.75%

PROJECTS

uniPool

📅 December 2020 - Present

- Cross-platform carpooling solution for institutions.
- Designed the user flow and UI.

MERN messenger

📅 December 2020

- A MERN stack chat room application with user authentication.

Student database management system

📅 June 2020

- A CRUD application using HTML, CSS, Javascript, Nodejs, Express and Mongodb.

Modeling package shipment in Java

📅 October 2020

- A program modeling package shipment using concepts of OOP in Java.

Game show using socket programming

📅 April 2020

- A 3-player buzzer-based game show created using python. The first player to press the buzzer is given an extra 10 seconds to answer.

Hospital record management system

📅 November 2019

- A menu driven interface implemented in C that allows user to perform CRUD operations, search by field and more.

Sliding puzzle

📅 November 2019

- Solves a 3X3 sliding puzzle in minimum moves. Implemented in Python3 using the Tkinter module.