

ASHWIN CHERIPALLY

Robotics Enthusiast | Founder, Cheri Foundation | Mars Society 1st Place Winner

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OBJECTIVE

Aspiring Robotics & Mechatronics engineer passionate about innovation, space exploration, and making education accessible to all. Seeking opportunities to further develop engineering skills while creating positive social impact.

ACHIEVEMENTS & AWARDS

2026	TINKERFEST 3.0 — Judge & Gold Sponsor (Cheri Foundation)	Regional
2025	Mars Society International Design Competition — 1st Place Overall & 1st in Engineering	International
2025	Plaksha Young Tech Scholars (YTS) — Best Self-Balancing Robot	National
2025	DPS Robotics Carnival — 2nd Place	National
2025	DPS Nationals Archery — 3rd Place	National
2025	CBSE South Zone Nationals Archery — Participant	National
2025	Aryabhata Maths Competition — Participant	National

LEADERSHIP & SOCIAL IMPACT

Founder — Cheri Foundation | *Self-Founded Initiative* 2024 – Present

Founded to support students with potential and ambition who cannot afford educational opportunities.

- Conducted mentorship classes at multiple underprivileged schools in rural areas
- Achieved **40% increase** in student interest through innovative learning methods
- Donated TV for visual learning — significantly improved student engagement
- Donated 70-100 necessities to old age homes
- Received official recognition from partner schools

40-50+ **₹3L+** **₹20K+**
Students Reached Funds Raised Old Age Donations

Campaign Lead — Empower Education Fundraiser | *Cheri Foundation* 2024

- Raised nearly ₹3 Lakhs for rural education supplies
- Donated school supplies to multiple schools (Grades 3-10)
- Introduced logical thinking through Rubik's Cubes — principals reported increased engagement

Judge — TINKERFEST 3.0 | *Chaman Bharatiya School, Bangalore* January 2026

Served as judge for TINKERFEST 3.0, evaluating student innovation across Shark Tank, F1 Racing, Drone Racing, and hands-on STEM competitions.

- Judged innovative student projects across multiple STEM categories
- Cheri Foundation provided **gold sponsorship** to enable event success
- Participated in F1 racing competition alongside students
- Awarded prizes to winning students and recognized excellence
- Received shield of gratitude from Principal Geeta Jayanth

- Witnessed transformative impact of experiential learning on students

PROJECTS

Team SOLACE — Mars Mission Design

FEATURED

2025

Mars Society International Design Competition

Led the Engineering team in designing a complete theoretical 1.5-year mission to Mars.

- **Won 1st place overall** in International Design Competition
- **Won 1st place in Engineering division**
- Competed against students from around the world
- **Invited to present at 2025 Mars Society Convention at USC, Los Angeles, USA**
- Designed complete mission plan including maps, rovers, and innovative solutions

Skills: Mission Planning, Rover Design, Risk Assessment, Data Analysis, Engineering Leadership

Equibot — Self-Balancing Robot

2025

Plaksha Young Tech Scholars (YTS)

- Built the **best self-balancing robot** using gyroscope technology
- Applied aerodynamics and balance principles with hands-on fabrication
- Presented Equibot on stage at closing ceremony

Skills: Gyroscope Sensors, Balance Systems, Woodworking, Aerodynamics

Collect the Cubes — 3D Game

2020

Self-Taught Project (Age 9)

- Created complete 3D game at age 9, self-teaching C# programming in Unity
- Designed 3D models using 3ds Max and implemented game mechanics

Skills: C#, Unity Game Engine, 3ds Max, Game Design

TECHNICAL SKILLS

Programming	C#, Unity, Game Development
Engineering	Robotics, Mechatronics, Gyroscope Systems, Aerodynamics
Design	Adobe Photoshop, 3ds Max, Technical Illustration
Project Mgmt	Mission Planning, Risk Assessment, Team Leadership

EXTRACURRICULAR ACTIVITIES

Archery

DPS Nationals 3rd Place, CBSE South Zone, Association Games U17

Mathematics

Aryabhatta Competition, Research reading

Design

Adobe Photoshop, Visual content creation

Coding & Robotics

Equibot, DPS Robotics 2nd Place, Engineering projects

Drawing & Art

Sketching, Technical illustrations

Reading

Mathematical research books, Self-study