

SWETA SINGH

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🌐 [Sweta-Singh](https://www.github.com/Sweta-Singh)

EDUCATION

Indian Institute of Technology (BHU) Varanasi

B.Tech in Computer Science and Engineering - CGPA - 9.60

2020 – 2024(Expected)

Varanasi, Uttar Pradesh

International Public School

Central Board of Secondary Education – Science - Percentage - 88.8%

2017 – 2019

Ranchi, Jharkhand

St. Michael's School

Central Board of Secondary Education - Percentage - 95%

2017

Ranchi, Jharkhand

PROJECTS

Jagriti Shop: A cloth-store management system 📁 | SpringBoot, JDBC, MySQL, Thymeleaf **10/2022**

- Developed a full stack online shopping website for clothes.
- It has the register, login, and logout feature for both user and the admin. Users can view the products category and brand-wise and can place orders by adding them to their cart.
- Admin can manage employees, brands, categories and products and can update them.

Monster Shooting: A game using genetic algorithm 📁 | JavaScript, Genetic Algorithm **10/2022**

- This game mutates the monster (difficulty level of the game) by using a genetic algorithm.
- Main functions are encoding the population, population generation, fitness evaluation, selection of parents, crossover, mutation, elitism and evolution.

Movie Matrix: A movie recommendation system 📁 | Python, Streamlit, Machine learning **05/2022**

- Challenge for Microsoft engage.
- Designed a web application which recommends 8 similar movies on the basis of a selected movie.
- Used content-based machine learning filtering algorithms.
- Fetched movie details and posters through TMDB website APIs.

Pics Era: Picture sharing web application 📁 | Django, MySQL, HTML, CSS **11/2021**

- Built a picture-sharing web app where users can upload pictures category-wise and create new categories. Used MySQL for the backend.

SKILLS

Languages: C, C++, Python, MySQL, JavaScript, Linux, kotlin

Tools and Frameworks: Git, Visual Studio, Android Studio, Django, Streamlit, SpringBoot, JDBC

Interests: Data Structures, Algorithms, Web Development, Android Development, Operating Systems, Machine Learning, Genetic Algorithms, Database management Systems, Object-oriented Programming

ACHIEVEMENTS

- Selected as a mentee for the Microsoft Engage program by Microsoft India. (2022)
- Selected for Uber She++ among 75 female undergraduates all over India. (2022)
- Selected as a mentee for the Women Engineers program by Talent Sprint and Google among 50 female undergraduates all over India from 27,643 applicants. (2021)
- Secured a rank of 1086 in Google Code Jam I/O for Women. (2022)
- Secured a rank of 1664 in Round E of Google Kickstart. (2021)

EXTRACURRICULAR

- Induction Mentor (2021 - 2022) Guided 20 juniors of the CSE department (IIT BHU) about academics, coding platforms, extracurricular activities and other stuff about college.
- Second runner-up in art and craft Inter-branch competition conducted by Fine Arts Club of IIT BHU for Aagman. (2021)