

Amaan A. Kazi

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Education

Bachelor of Technology in Computer Science Engineering, 12/2020 – present
International Institute of Information Technology, Naya Raipur
CGPA - 8.0/10

Grade XII, Sri Sankara Vidyalyaya 04/2018 – 05/2020
Percentage - 92.6/100

Projects

Hostel Management Portal

- HMP offers a platform for the management of complaints raised by students.
- Used **HTML**, **CSS**, and Embedded **Javascript** for building frontend.
- Created the backend using **Django**.
- Implemented functionalities like complaints escalation, and deletion.

Human Activity Recognition

- Based on Artificial Intelligence this project detects human activity using **angle heuristics**.
- Marked **33 key points** on human body using **Mediapipe**.
- Calculated angle between various key points continuously based on which activity is recognized.

Rubik Cube Solver

- A virtual Rubik's Cube with a built-in optimal solver written in **C++** and rendered with **OpenGL**.
- Used combination of **IDDFS** and **A*** algorithm for finding the optimal path efficiently.
- This cube solver can solve any scrambled cube in **20 moves** or fewer moves using **Korf's algorithm**.

Diabetes Prediction using VG

- Deep learning based project for early prediction of cardiovascular diseases using **PPG signals**.
- Used the dataset from figshare and derived visibility graph of each PPG signal using **ts2vg**.
- Trained the **CNN** model using visibility graph image which can classify the disease at an accuracy of **86%**.

Organizations

Cover 2 Cover, Core Member 08/2021 – 08/2022

- C2C is a literary club that helps students to improve communication skills etc...
- Organized events like improv and storytelling, and debate competitions.

SCINTFIC'2K21, Marketing Team Member ☑ 01/2021

- Accommodated the marketing team to make the event successful.
- Contacted many schools to bring participants to the event.

Skills

Programming Languages: (C++, C, Java, Python, Javascript),

Tools & Technologies: (HTML, CSS, React, NodeJs, Matplotlib, github),

Area of Interests: (Competitive Programming, DSA, Badminton, Cube Solving,)