Soumyadeep Maity

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Objective:

I aspire to be among the best in this field using my skills and knowledge to add value to myself and the organisation. Currently pursuing a bachelor's degree in Computer Science and Business Systems at Sister Nivedita University. I have developed strong problem-solving and technical skills, as well as hands-on experience with various platforms and operating systems.

Educational Qualification:

- B tech. CSBS Sister Nivedita University (Ongoing) 7.5 GPA
- HS Kendriya Vidyalaya Alipore(Kolkata) 66.9%
- SSC Kendriya Vidyalaya Alipore(Kolkata) 73.4%

Technical Skills:

Python, Java, C/C++, HTML, CSS, JavaSript, Web Development, Artificial Intelligence.

Personal Skills:

Self-motivated, Team Player, Leadership skills, Active Listening, Attention to detail.

Projects and Experiences:

Hagrid-Chatbot & VA

- An AI personal assistant by OpenAI's GPT-4, capable of performing tasks like web searching, opening applications, controlling system volume, and generating images using DALL-E. It can also fetch weather information, tell jokes and set reminders.
- An extended version of the Hagrid-Chatbot with added voice recognition functionality. Users can interact with the assistant through voice commands.
- o **Technologies used:** Python, GPT-4, DALL-E, Voice Recognition etc

Recommendation System

- A web-based product management system that facilitates managing products and their details. It is built using Python, MySQL and HTML featuring a simple and user-friendly interface.
- Technologies used: Python, MySQL and HTML

Web-Devlopement Projects

- Created a <u>portfolio</u> website for myself using React and CSS.
- Also worked on a few more projects for friends.
- o Technologies used: HTML, CSS, React.js etc

Stock Price Prediction

- A machine learning project that predicts future stock using historical data, implemented with Python. The model utilizes Long Short-Term Memory(LSTM) networks to forecast closing prices based on past trends.
- Also includes normalization, model training and visualization of actual vs. predicted prices with adjustable parameters for training settings
- Technologies used: Python, TensorFlow, Keras, Scikit-learn, yFinance, Matplotlib

Snake-Game

- An implementation of the classic snake game using Python and Pygame library
- Technologies Used: Python, Pygame

SongSift (Ongoing Project)

 An Al-based music recommendation system. Using Deep Learning we will recommend music to users based on their taste in music.