

AASTHA MEHTA

B.E. EXTC | VORACIOUS LEARNER | EXPERIMENTALIST

CONTACT

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- [AasthaGithub](#)

TECHNICAL SKILLS:

Familiar with :

- Programming Languages: Python, Java, C (basic)
- Web Technologies: HTML, CSS, JS
- Database : SQL
- Engineering specific tools : MATLAB, Proteus, Arduino
- Platforms and Environments: NetBeans, Android Studio, Colab/ Jupyter Notebooks, Google Cloud Platform

CERTIFICATIONS

- Cloud Onboard – Big Data and ML : Google & QwikLabs
- Hands On Python –Pro : Edugrad
- Advanced Mighty JS : Udemy
- Intro to Cloud Computing : Udemy
- Linux – Spoken Tutorial : IIT Bombay
- Game building using Java : Eduonix

HOBBIES

Quora
Crafts
Technophile

PERSONAL SKILLS



PAPERS PUBLISHED

Safe Distance Calculation and Automatic Braking in Automobiles
ISBN: 978-93-5346-095-2 , DJ Strike Journal

EDUCATION

Bachelors of Engineering. • 2020

• D.J. Sanghvi College of Engineering C.G.P.A.: 9.1
HSC • 2016

• S.V.P Junior College 87.85%

SSC • 2014

•D'silva High School 93.80%

PROJECTS

Clothing item classification of Input Image - Tensorflow

Implementing Neural Networks and training various models with CNNs. Also used Pre-trained models to compare and obtain optimal bias variance tradeoff by Transfer Learning –MobileNet

Mentorship(&Certification of Knowledge) -Android Application

Using Android Studio, Xampp Server, ML for Recommendations of mentors, Online Session Scheduling with feature of selecting Time Availability, Video Calling, Web Technologies for Quiz.

Block Breaker game - Java

Built a GUI based fun game implemented on NetBeans IDE, using multithreading and visual tools

Board Games Review Predictor - Python

Trained a model using Linear Regression and Random Forest Classification Algorithms and successfully predicted ratings

Safe Distance Calculation & Automatic Braking in Automobiles

Safe braking distance was dynamically calculated considering instantaneous parameters like vehicle speed, braking strength & distance prevailing , a 3 level warning system was demonstrated.

Spatial Domain Image Enhancement -Java

Functionalities of the project included: Gray level slicing, contrast stretching, histogram depiction and equalization, sharpening, smoothing and high boost filtering.

Bank Account management system -MySQL

Implemented basic functionalities to customers to credit and debit from account as well as check balance.

EXPERIENCE AND ACTIVITIES

Youth4work

-Content Editor Intern

To post and update well researched and engaging content on topics relevant to engineering aspirants.

Economic Times Campus Coding Star 2019-20

- Semi-finalist

Selected among participants nationwide.

DJ Strike Competition

-Participant

Working in team, built and presented a project demonstrating Safe distance calculation & automatic braking by prototype

Geek Goddess Coding Competition (Tech Gig)

- Semi-finalist

Wrote efficient solutions for programming problems with help of coding, logical & analytical skills.

Smart India Hackathon (Software)

Proposed solution for dynamic timetable management

DJ Strike Project Competition

-Mentor

To guide and manage a team of 6 participants ensuring successful implementation of technical project.

National Service Scheme

- Volunteer

Actively participated and helped organize DJ NSS events during 120 hour engagement period.