Adarsh Vishwakarma

8887913295 | 146c/14a Nyay Nagar | adarsh.cs12level@gmail.com | linkedin.com/adarshvishwakarma12

Education

Shambhunath Institute of Engineering and Technology Expected June 2025

Bachelor of Technology in Computer Science and Engineering *Current GPA: 2.8/4.0*

- **Relevant Coursework:** Data Structures and Algorithms (DSA), Object Oriented Programming (OOPs), Operating System (OS), Database Management System (DBMS), Machine Learning (ML)

Experience

YHills Mar 2024 – May 2024

Machine Learning Intern *Remote*

- Worked on machine learning projects including ”Stock Price Prediction” and ”Movie Recommendation System.”
- Gained proficiency in handling large datasets and ensuring data quality.
- Evaluated model performance using various metrics and implemented improvements to enhance accuracy.

Projects

Customer Relationship Management - Software Python, Django, HTML, CSS, Docker

github.com/AdarshVishwakarma12/crm-software

- Implemented modular apps (Contacts, Documents, Tasks, Dashboard) with role-based access control, including dynamic permission handling, account switching, and user invitations—supporting multi-user collaboration.
- Developed comprehensive task and activity tracking features, including dashboards for upcoming tasks, search filters, soft-deletion with recovery, and ownership-based data visibility via session management.
- Theme-aware user interface, supporting dark/light/system themes, dynamic JS/CSS rendering, and persistent user preferences via localStorage.

Machine Learning Algorithms Python, NumPy, Pandas, Git

github.com/AdarshVishwakarma12/machine-learning-algorithms

- Developed core machine learning algorithms (K-Means Clustering, Regression Tree) entirely from scratch, emphasizing deep understanding of mathematical foundations and iterative computation logic.
- Implemented recursive decision tree construction and cluster convergence detection without using external ML libraries, demonstrating strong algorithmic and numerical programming skills.
- Focused on educational clarity over performance, building interpretable models that expose inner mechanics like centroid updates, split criteria, and prediction logic.

Chess Game Python, Pygame, OOPs

github.com/AdarshVishwakarma12/GAME/Chess

- Developed a chess game application using Python and the pygame library, demonstrating proficiency in object-oriented programming and GUI development.
- Managed graphical elements, user input, and game logic to ensure a seamless user experience and functional game-play.

Achievements

Leetcode: Max Rating of 1530, ranking in the top 35%

Kaggle: Top 9% in ”Regression with an Abalone Dataset” competition.

Skills

Languages: C/C++, Python, Java, HTML/CSS, JavaScript
Tools/Platforms: Git/GitHub, VS Code, Sublime Text 4, Intellj Idea, Pycharm, Jupyter Notebook
Database: MySQL