Adarsh Vishwakarma

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Education

Shambhunath Institute of Engineering and Technology Expected June 2025

Bachelor of Technology in Computer Science and Engineering *Current GPA: 2.93/4.0*

- **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, Docker, GitHub Container Registry

github.com/AdarshVishwakarma12/crm-software

- Built a full-stack CRM dashboard in Django with modular apps (Contacts, Documents, Tasks, Dashboard) supporting role-based access, dynamic permissions, and account switching.
- Implemented robust task/activity tracking with dashboards, soft-deletion and recovery, advanced filters, and user-specific data visibility through session-based management.
- Designed a theme-aware UI with support for dark/light/system themes, and persistent via localStorage.
- Containerized the application using Docker and published it to GitHub Container Registry, enabling quick deployment and environment portability.

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 1530 (Top 35%)

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

Skills

Languages: Python, Java, C/C++, JavaScript, HTML5, CSS3
Web & Frameworks: Django, Bootstrap
Tools & Platforms: Git, GitHub, Docker, GitHub Container Registry, VS Code, PyCharm, IntelliJ IDEA, Jupyter Notebook
Database: MySQL, SQLite