

ADITYA GUPTA

Computer Science Engineering Student

SUMMARY

3rd Year CSE undergrad with strong technical background. Experienced with Object oriented programming for the past 6 years as a part of my curriculum. Worked with several modules including selenium, BeautifulSoup, requests, pywhatkit, pytsx3, opencv,pygame and recently PyTorch. Able to grasp concepts quickly and learn new skills.

CONTACT

+91 91541 30447
garg.aditya961@gmail.com
www.adityagupta961.github.io
www.linkedin.com/adityagupta961

EDUCATION

B.TECH IN COMPUTER SCIENCE ENGINEERING

Gitam University
2020-2024 Cgpa: 9.11

ETASI TIMPANY SCHOOL(ISC)

Senior Secondary School - MPC with
Computer Science
2017-2019 Percentage: 76.5%

BETHANY SCHOOL(ISCE)

High School
2007-2017 Percentage: 90.2

SKILLS

JAVA
Python
Html/CSS
Object oriented programming
Git
Interpersonel communication
skills Problem Solving

WORK EXPERIENCE

UNDERGRADUATE RESEARCHER

GITAM University

2022 - Present

Multi-Objective Deep Reinforcement Learning

- Currently working on TDMA Scheduling for multi hop networks and optimising the overall system's efficiency by minimising delay, accounting for parameters such as laxity, deadline and energy status of each device in the flow using Multi-Objective Deep Reinforcement Learning
- Programming language used - Python
- Supervised by Prof. Shanti Chilukuri

PROJECTS

SNAKE GAME USING PYGAME

PYTHON

April 2022

- Developed a SNAKE GAME from scratch using PYGAME
- The game has 3 difficulty levels - Easy, Medium and Hard
- Includes a basic Menu Page to select difficulty
- Used libraries such as Random, enum, and collections, sys, time

FACE DETECTION AND FACE IDENTIFICATION

PYTHON

Feb 2022

- Used the face_recognition library to develop a program that can detect faces in an image
- Added face identification feature by using a known face to identify an unknown face
- Used CNN model to implement face identification
- Successfully identifies a known face within an image with multiple faces