# ADITYA GUPTA

#### COMPUTER SCIENCE ENGINEERING STUDENT



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Aditya Gupta

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, pyttsx3, opency, pygame and recently PyTorch. Able to grasp concepts and learn new skills quickly.

## SKILLS

- JAVA
- Python
- Html/CSS
- · Object oriented programming
- Interpersonel communication skills
- Problem Solving
- Leadership

# EXPERIENCE

#### UNDERGRADUATE RESEARCHER

**GITAM University** 

June 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 (PyTorch)
- · Supervised by Prof. Shanti Chilukuri

## EDUCATION

#### **BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE ENGINEERING**

**GITAM University** 

2020 - 2024 Cgpa - **9.11** 

## SECONDARY SCHOOL(ISC) -MPC WITH COMPUTER SCIENCE

Etasi Timpany School

2017 - 2019 Percentage - 76.5

#### **BETHANY SCHOOL(ISCE)**

School

2007-2017 Percentage: 90.2

# **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, collections, sys and time

#### FACE DETECTION AND FACE IDENTIFICATION

Python

May 2022

- Used the **face\_recognition** library to develop a program that can detect faces in an image
- Implemented 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