

ADITYA GUPTA

COMPUTER SCIENCE ENGINEERING STUDENT

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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 and learn new skills quickly.

SKILLS

- JAVA
- Python
- Html/CSS
- Object oriented programming
- Git
- Interpersonal 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

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

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**