

# AKSHAT SINGH

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## Education

**Bennett University (Times of India Group), Greater Noida, India** 2022 – 2026

*Bachelor of Technology in Artificial Intelligence, CGPA: 8.53*

**Sun Shine Res Public School, Maner, Bihar** 2020 – 2021

*CBSE (Class XII), Percentage: 90%*

**D.A.V. Public School, Jamui, Bihar** 2018 – 2019

*CBSE (Class X), Percentage: 92%*

## Technical Skills

**Programming Languages:** C++, Python, Java

**Web Development:** HTML, CSS, JavaScript, React.js, Express.js

**Databases:** MySQL, MongoDB

**AI/ML Libraries&Tools:** OpenCV, NumPy, Pandas, Matplotlib, Scikit-learn, TensorFlow, Keras

**Databases:** MySQL

**Developer Tools:** Git, GitHub

## Project Experience

### Face Recognition-Based Attendance System

*Technologies Used: Python, OpenCV, Tkinter, Pandas, CSV, Haar Cascade, LBPH*

- Developed a GUI-based smart attendance system using face recognition to identify students and mark attendance in real time.
- Implemented OpenCV's LBPH algorithm for facial recognition and Haar Cascade for webcam-based face detection.
- Created an interactive Tkinter GUI for subject input, attendance tracking, and dynamic CSV sheet generation.
- Automated timestamped attendance records by subject; applied Pandas for efficient data manipulation and duplicate entry removal.
- Handled camera and model load exceptions with a 20-second timeout window to streamline real-time use.
- Displayed real-time detection and attendance status in a structured and responsive UI.

### Gobble-Guardian [GitHub](#) | [Live Demo](#)

*Technologies Used: HTML, CSS, JavaScript, Express.js*

- Implemented a robust solution to reduce food waste in college hostels by enabling students to cancel future meals, significantly optimizing food preparation and minimizing waste.
- Created distinct login sections for managers, cadets, and students to manage attendance and feedback.
- Utilized Express.js and MongoDB: Implemented backend functionality with middleware like Morgan and Cookie-Parser.

### Simon Game [GitHub](#) | [Live Demo](#)

*Technologies Used: HTML, CSS, JavaScript*

- Designed an engaging memory-based game that progressively increases difficulty with color and sound sequences.
- Implemented interactive audio-visual feedback for an immersive user experience.
- Refined game logic to ensure smooth transitions and real-time response handling.

## Relevant Coursework

- |                      |                           |                    |
|----------------------|---------------------------|--------------------|
| • Data Structures    | • Computer Vision         | • Machine Learning |
| • Algorithm Analysis | • Computer Networks       | • Deep Learning    |
| • Operating System   | • Artificial Intelligence | • Soft Computing   |