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EDUCATION

Secondary Education

Presidency School, Surat (2019 – 2020)

SSC Result – **80.5%**

Higher Secondary Education

Sanskar Bharti Vidhyalaya, Surat (2021 – 2022)

HSC Result - 80.92%

B.Tech in Computer Engineering

Pandit Deendayal Energy University Gandhinagar, Gujarat (Currently Pursuing)

CGPA: 9.52/10.0 (up to Semester V)

Relevant Courses studied: Operating Systems, Data Structures, Foundations of Programming, Algorithms & Analysis, Computer Networks, Digital Electronics, **Information Security**

PROJECTS

Diabetes Prediction Model | Python, Machine Learning

- Collaborated with a team to develop a research paper on diabetes prediction using advanced machine learning techniques
- Conducted data pre-processing, including data balancing (using SMOTE), feature selection, and label encoding.
- Applied machine learning models such as Random Forest, K-Nearest Neighbors (KNN), and Logistic Regression.
- Achieved 97.57% accuracy with Stacking Ensemble Learning

Dice Game | HTML, CSS, JavaScript

- Developed a simple yet interactive dice game where two dice are rolled, and the player with the higher number wins. This project demonstrates the use of basic JavaScript functions and logic for game development.
- Implemented game logic to compare dice values and determine the winner
- Created a dynamic and responsive user interface for gameplay

WORK EXPERIENCE

Civic and Social Services Intern | Prayas Free Coaching NGO, **Surat (June 2023 – July 2023)**

- Engaged with over 25 underprivileged students as part of a civic and social services internship
- Assisted in the delivery of educational support and resources to enhance learning opportunities for students
- Contributed to the development and implementation of coaching strategies to address diverse educational needs

Publicity Member | ACM-PDEU Student Chapter (September 2023 – August 2024)

- Implemented effective marketing strategies, resulting in a 20% increase in event audience reach.
- Utilized strong persuasion skills to promote club events and boost engagement
- Contributed to the chapter's growth by enhancing event visibility and outreach

SKILLS

- Programming Languages: Java, Python, C, C++, HTML, CSS, JavaScript
- Libraries: NumPy, Pandas, Matplotlib, Seaborn, scikit-learn
- **Databases:** MySQL
- Dev-Tools: Git, GitHub, Linux
- Core Skills: Software Engineering, OOPs, JDBC, JSP, Java Servlets, Hibernate, Spring MVC
- Fluency in English, Gujarati, and Hindi
- **Problem Solving**
- Team work
- Leadership

TinDog | HTML, CSS

- Developed a responsive and visually appealing TinDog website, a Tinder-inspired platform for dogs.
- The project showcases proficiency in front-end development, focusing on creating an engaging user interface with Bootstrap for layout and styling.
- Simple front-end work
- Implemented grid layouts and responsive elements using Bootstrap

Simon Game | HTML, CSS, JavaScript

- Developed a Simon game, a memory-based game where players must repeat a sequence of colors in the correct order.
- This project highlights skills in JavaScript for game logic, as well as HTML and CSS for structuring and styling the interface.
- Implemented game logic to generate and store random sequences
- Developed interactive elements that respond to user inputs with visual and audio feedback

RESEARCH WORK

- Paper: Forecasting Diabetes: Leveraging Machine Learning for Early Detection and Prevention
- Role: Co-author
- Conference: Presented at ICCUBEA 2024, PCCOE
- **Publication**: IEEE Xplore

ACCOMPLISHMENTS

- NTSE stage 1 qualifier
- INSPIRE SHE scholarship eligible
- Ranked top 1% in 12th grade
- University Scholarship recipient (among top 25 students)
- Research Paper Published in IEEE Xplore (Scopus-Indexed), 2024