

Ankit Saha

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Bachelor of Technology (Information Technology)

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🐙 GitHub Profile

🌐 LinkedIn Profile

EDUCATION

•Bachelor of Technology in Information Technology (IT)

International Institute of Information Technology, Bhubaneswar

Nov 2021 - June 2025

CGPA:- 8.77 (upto 6th Semester)

WORK EXPERIENCE & CERTIFICATION

•Software Engineering Intern

Neophyte Ambient Intelligence

May 2024 - July 2024

Mumbai, Maharashtra

- In-depth understanding and knowledge of MERN Stack.
- Extensively worked on projects and mobile applications using React JS and React Native Expo CLI.
- Worked on real-time projects as Front-end JavaScript Developer. Implemented unit or component testing using Cypress. Implemented API integration with front end application.
- Utilized the CVAT (computer vision automation tool) tool to meticulously annotate objects, ensuring accurate and detailed labelling to support advanced computer vision applications.

•Artificial Intelligence - Machine Learning (AI-ML) Intern

CodSoft

Oct 2023 - Nov 2023

Online

- Learned and explored Deep Learning and Computer Vision oriented projects (Machine Learning and Data Science using Python)

•Web Development Training

Internshala Trainings

Oct 2022 - Dec 2022

Online

- Successfully completed an 8 weeks online certified training on Web Development
- The training consisted of HTML, CSS, Bootstrap, RDBMS (SQL), JavaScript, ReactJS & Final Project modules.

PROJECTS

•Movie Recommender System

A streamlit based web app implemented using Content based Filtering, Cosine Similarity & Machine Learning Algorithm.

- Natural Language Processing (NLP) algorithm implemented.
- Movie recommendation system formulated on content-based filtering algorithm and web-based interface built using Streamlit.
- Technology used: Python, JavaScript, Reactjs, HTML, CSS, Bootstrap, Streamlit.
- Find the project demo video [Here](#) as uploaded on LinkedIn.

•Tic-Tac-Toe AI

Classic Tic-Tac-Toe game and interface implemented using Minimax algorithm with Alpha-Beta Pruning

- Implemented an AI agent that plays the classic game of tic-tac-toe against a human player. This project explores game theory and basic search algorithms in AI. [Click Here](#) for demo.

•Real-time Traffic Sign Recognition

Web based application involving Convolutional Neural Networks (CNN)-Deep Learning

- Overview of CNN, dataset preparation and exploration, data pre-processing techniques, building the CNN model architecture, training the model, model evaluation and testing, traffic sign recognition web apps using Flask.
- Technology Used : Python, Flask, HTML, CSS, Bootstrap, JavaScript, Reactjs.

TECHNICAL SKILLS AND INTERESTS

Languages: C/C++, Java, Python, JavaScript, HTML+CSS.

Libraries : C++ STL, Python Libraries (NumPy, Pandas, Flask, Streamlit, Tensorflow, MediaPipe, Keras, Scikit-learn, Matplotlib), ReactJs, OpenCV.

Web Dev Tools: Nodejs, VScode, Git, Github, Cypress.

Frameworks: React JS, TailWind CSS, Bootstrap, NativeWind CSS, React Native.

Cloud/Databases: MongoDB, Firebase, Relational Database(mysql)

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Object Oriented Programming, Database Management System, Software Engineering.

Areas of Interest: Web Design and Development, Vision AI (Computer Vision)

Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability.

ADDITIONAL INFORMATION

•Finalist in Hackathon BOSCH Auto Vision X Hackathon

Feb - Mar 2024

- BGSW (Bosch) Auto Vision X Hackathon finalist - 2024 (Problem statement: Home Zone Parking Assist)

•Scholarship Scholarship in Higher Education (SHE)

April 2021

- Selected for Scholarship in Higher Education (SHE) component under INSPIRE scheme of GoI by virtue of performance within top 1% of the School Board at Class XII level. Secured 2nd rank in school (12th Board ISC).