

Anurag Tak

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Bachelor of Technology

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EDUCATION

•Bachelor of Technology in Computer Science and Engineering(AIML)

2020-24

Acropolis Institute of Technology and Research, Indore

CGPA: 8.3

TECHNICAL SKILLS AND INTERESTS

Languages: C++, Python, JavaScript, HTML, CSS

Libraries : STL, React.js, Node.js, Express.js, Tailwind Css

Web Dev Tools: VS Code, Git, GitHub, Postman, Chrome DevTools, NPM, Webpack, Netlify

Cloud/Databases: MongoDB, MySQL (Relational Database)

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

Areas of Interest: Machine Learning, Software Development, Data Science and Analytics, Web Development

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

PERSONAL PROJECTS

•College Administrative System(CIS)

The College Administrative System digitizes administrative tasks for efficient, paperless management in educational institutions.

- Provides paperless management of student records, attendance, and academic processes for educational institutions
- Secure, role-based login access for students, faculty, and administrators to manage and monitor relevant data and tasks.
- Technology Used: HTML, CSS, JavaScript, MySQL, and PHP for full-stack web development.

•Face Pay Authentication System

An authentication system using facial recognition to enable secure, large-scale financial transactions.

- Enables secure authentication for financial transactions through facial recognition, enhancing security and user convenience.
- Technology Used: Python, Open CV, TensorFlow, facial recognition algorithms, Google Firebase.

•Movie Recommendation System

An AI-driven platform that provides personalized movie suggestions based on user preferences and viewing history

- Provides personalized movie suggestions by analyzing user preferences and viewing history
- Technology Used : Python, Scikit-learn, and recommendation algorithms.

•Snake Game

Developed a basic Snake game using Python and the turtle module, demonstrating skills in game logic and graphical programming.

- The Snake game features real-time movement, collision detection, food consumption for growth, and boundary handling.
- Technology Used : Python , Collision Detection.

TRAINING AND EXPERIENCE

• C and C++ Programming

online

- Completed an intensive course in C and C++ programming, gaining a solid foundation in coding logic and syntax.
- Acquired proficiency in using OOPs, pointers, arrays, and structures to solve complex programming challenges

•Fundamentals of Deep Learning

online

- The Fundamentals of Deep Learning training covers essential concepts and techniques for building, training, and optimizing neural networks for various machine learning tasks.

CERTIFICATIONS

- **AWS Academy** AWS Academy Cloud Architect
- **NVIDIA DLI** Fundamental of Deep Learning
- **Foundation :** Data, Data, Everywhere
- **Career Essentials** Generative AI by Microsoft and LinkedIn