

# Aryamanshu Mishra

Kanpur, Uttar Pradesh • [aryamanshumishra@gmail.com](mailto:aryamanshumishra@gmail.com) • +919682807678 • <https://www.linkedin.com/in/aryamanshu-mishra-0ab5ab247/>  
• <https://github.com/Aryamanshu> • <https://leetcode.com/Aryamanshu/>

## EDUCATION

Kalinga Institute of Industrial Technology , Bhubaneswar, Orissa

Sep,2020 - Aug.,2024

B.Tech in Information Technology

GPA: 3.60

## SKILLS

Technical : C++, html5, css, javascript, c

Frameworks : Bootstrap, React.js, Node.js

Database : MySQL, MongoDB

## PROFESSIONAL EXPERIENCE

-

- Software Engineer Intern dedicated to improving skills through hands-on learning and development work. Proficient in mobile and desktop development environments. Adept at using HTML5, JavaScript and other programming languages to produce clean code. Well-organized and collaborative team player with strong communication and analytical abilities.
- Reliable Intern studying Information Technology seeks an internship opportunity to expand skills and gain valuable real-world experience.
- Forward-thinking Software Engineer with background working productively in dynamic environments. Fluent in C and C++ programming languages used to develop software within [Industry]. Proud team player focused on achieving project objectives with speed and accuracy.

## PROJECTS

### NUTRISCORE: HEALTHY-UNHEALTHY FOOD IMAGE CLASSIFIER

Mar 23 - May 23 | MACHINE LEARNING AND WEB-DEV

- The objective of this project is to create an image classification model that can distinguish between foods that are healthy and those that are unhealthy. Images of food items should be able to be divided into two groups by the model: healthy and unhealthy.
- The model should give healthy food items a score of +1 and unhealthy food items a score of -1. At least 96% accuracy in classifying photos is required of the model.
- A dataset with at least 10,000 photos of nutritious and unhealthy food products should be used to train the algorithm. To create training, validation, and testing sets, divide the dataset. Use transfer learning strategies for training the model.

### MINESWEEPER 2.0

Apr 23 - May 23 | PYTHON

- Enhancing the popular Minesweeper game can significantly improve the puzzle experience and make it much more fun. Players can improve their odds of winning, lessen their level of frustration, and ultimately have more pleasure playing the game by implementing the advice and strategies of this game.
- There are various ways to sharpen your Minesweeper abilities and advance your games, including adjusting game parameters, using logic, and creating a unique plan of attack. Minesweeper is a game where repetition really does make perfect, thus the more you play it, the better you get.

### A System for Handwritten Text Recognition using HNN

Oct 23 - Dec 23

- The project presents a method employed in Handwritten Text Recognition (HTR) that utilizes hybrid neural networks. The approach combines multiple neural network architectures to enhance the accuracy and robustness of HTR system.
- It also dismeases challenges faced by HTR, such as variability in handwriting styles, noise and distortions in images, and the lack of large-scale labelled datasets.

## ACHIEVEMENTS

- Lead my team in Inter-Hostel volleyball tournament and got 2nd place. [2023-2023]
- Played District volleyball tournament representing my city Kanpur. [2019-2020]
- Gold medalist in IMO'S and ISO'S.
- won multiple coding challenges at college.