

ARYANSHH SRIVASTAVA

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SUMMARY

Driven by a relentless curiosity for the intersection of design and technology, I'm a developer and designer based in Ghaziabad, India, with a particular fascination for robotics. My hands-on experience in crafting intuitive user interfaces and building functional applications is fueled by a deep-seated passion to bring innovative ideas to life

PROJECTS

- AI-Based Two-Wheeled Robot for Safe Navigation**

Jan 2025 - Present

 - Developed an autonomous AI-driven robot using Raspberry Pi for safe and efficient navigation.
 - Implemented OpenAI API for real-time decision making and obstacle avoidance.
- DeceptiScan: AI Agent for Detecting Fraudulent Job Postings**

June 2025 - Present

 - Built a smart agent capable of identifying fraudulent job listings by combining textual cues and company validation features.

SKILLS

Artificial Intelligence	IoT & Robotics	Data Analytics
Machine Learning	Critical Thinking	UAV Engineering

EDUCATION

- Bachelor of Technology in Computer Science Engineering**

Sep 2023- Present

Bennett University

 - Relevant coursework in Computer Science Engineering

CERTIFICATIONS, AWARDS & ACHIEVEMENTS

- Certifications:** Google – AI Certification (2023),
University of Pennsylvania – Aerial Robotics (2024),
IBM – Project Management (2024)
DeepLearning.AI - Gen AI for everyone(2025)
- Awards:** Tech Savvy of The Year (2023)
- Achievements:** Secured 1st Position in Starternity Hacks 1.0
Ranked 17th among 200+ Teams in Smart BU Hackathon
Worked as a mentor at Tinkethix

PROFESSIONAL EXPERIENCE

- Head of Tech - Drone Society, Bennett University**

Aug 2024 - June 2025

 - Engineered autonomous UAV solutions for advanced surveillance operations and data-driven agricultural applications.
 - Mentored team members in flight control systems, computer vision, and real-time telemetry integration.
- President - TinkEthix, Seth Anandram Jaipuria School**

Jan 2022 - 2023

 - Mentored over 300 students to enhance their technological skills and creativity.
 - Led initiatives to implement technology driven learning solutions in classrooms.
 - Fostered an environment for budding tech enthusiasts to develop their skills and creativity.