# Ashish Sharma
B.TECH(Hons)
Artificial Intelligence and Machine learning
Chandigarh University,Gharuan

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EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Tech. (CSE)	Chandigarh University, Gharuan	8.7	Jul 2021- Jul 2025
Intermediate (12th Grade)	K.R.D.A.V PUBLIC SCHOOL	95.4%	2021
Matriculate (10th Grade)	K.R.D.A.V PUBLIC SCHOOL	93.4%	2019

PROJECTS

- **Hospital Management System**

  Innovated a personalized console based application, billing upto 1000 patient entries and doctors profiles.   Link.

  - A hospital management system, made using object oriented programming and file handling in C++, that keeps records of doctors and their appointments, patients, staff, ambulances, etc.
  - **Key Functionalities**: Patient Management: Manage patient records with add, search, update, and delete options. Doctor Appointment Scheduling: Handle doctor profiles and appointment booking with conflict checks. Staff Management: Maintain records of hospital staff and their roles. Ambulance Tracking: Manage ambulance bookings and availability. Billing Payment: Generate bills for treatments, medications, and rooms. Search Reporting: Quick search and reporting for patients and doctors.
  - **Tools & technologies involved**: C++, OOPS, File Handling, IDE.

- **ONLINE EXAMINATION PROCTORING SYSTEM**

  Designed a system to ensure fair online examinations, reducing instances of malpractice by 35 percent.   Link.

  - Engineered a real-time proctoring solution that monitors candidates' activities using facial recognition and object detection, minimizing manual invigilation effort by 60 percent and ensuring examination integrity.
  - Proctoring Mechanism: Integrated facial recognition and head pose estimation to track candidate presence and detect suspicious activities, achieving an accuracy rate of 90 percent in anomaly detection.
  - **Tools & technologies used**:Python, OpenCV, Haar Cascade, Version Control.

- **MUSIC PLAYER INTERFACE**

  Designed a user-friendly music player UI with 90 percent usability and responsiveness.   Link.

  - Designed a responsive Music Player User Interface (UI) using React, focusing on modern design principles and achieving 90 percent user satisfaction through seamless playback and intuitive controls.
  - Music Player UI: Developed an interactive and user-friendly music player interface with core functionalities like play, pause, next, previous, ensuring responsive behavior across devices. Implemented smooth animations and dynamic updates for a better user experience, achieving a 30 percent boost in interaction efficiency.
  - **Tools & technologies applied**: React, JavaScript, CSS, IDE, Version Control.

TECHNICAL SKILLS

- **Programming:** C++,C,Python,JAVA, MYSQL,HTML,CSS,DATABASE, REACT
- **Tools & OS:** Git, Jupyter Notebook,Google Colab, Linux, Windows
- **Libraries/Frameworks:** Pandas, Numpy, scikit-learn, Tensorflow,Tkinter, MySQL, XAMPP
- **Computer science fundamentals:** DBMS, Data structures and algorithms,Operating system, Computer networks

ACHIEVEMENTS

- **Competitive Programmer** Achieved high rankings on Codeforces, solving over 700 problems and got top 3000 rank.
- **Specialist Rank on Codeforces, 5-Star Coder on HackerRank** Recognized for proficiency in competitive programming.
- **2018 Ranked 2nd in English Olympiad (National English Organisation)** Demonstrated strong language skills.
- **2021 NPTEL Certified in C++** Validated C++ proficiency with 75 percent in NPTEL certification
- **2021 trained in Python** Achieved Python certification with a perfect score of 100 percent
- **2022 skilled in Speech Competition** Ranked among the top 10 for effective communication and public speaking.
- **2024 Published a Research Paper in IRJET** Focused on research and innovation with 2 papers.