Ashish Choudhary

 Ashish110411 | ashish110411 | ashishchaudhary110411@gmail.com | +91 8076276624

SUMMARY

Results-driven Computer Science student with self-taught game development skills and a strong foundation in Data Science and Machine Learning. Passionate about leveraging AI and data-driven insights to solve real-world problems and drive innovation.

EDUCATION

2022 - Present	B.Tech CSE from **KIIT Deemed To Be University**	CGPA: 7.94/10.0
2022	CBSE(12th) from **Sun Valley International School**	83%
2020	CBSE(10th) from **Sun Valley International School**	89%

PROJECTS

MathRace | *Self Project* ⭕ *(Dec'24- Present)*
- Developed a mathematics game using **Unity & C#** to enhance arithmetic skills through interactive gameplay.
- Displays random numbers forming equations, with players selecting the correct operator to solve each equation.
- Calculates scores based on correct answers, offering an engaging and educational experience.

FaceRecog | *Self Project* ⭕ *(Sept'24- Nov'24)*
- Developed a Python-based face recognition app with OpenCV for real-time identity verification.
- Implemented face detection and recognition algorithms for high accuracy in varied lighting conditions.
- Integrated image preprocessing techniques to improve detection performance across diverse facial features.
- Optimized workflow for seamless user experience with low latency and responsive recognition.

Diabetes Prediction using ML | *Self Project* ⭕ *(May'24- Jun'24)*
- Developed a high-accuracy predictive model for diabetes classification.
- Analyzed the Pima Indians Diabetes dataset, handling missing values and standardizing the data.
- Implemented **logistic regression**, **decision trees**, **SVM**, and a **TensorFlow** neural network.
- Used **Matplotlib** to visualize data and model performance, identifying key medical attributes and providing clear insights.

Bank Customer Churn Prediction | *Self Project* ⭕ *(Dec'23- Jan'24)*
- Developed a machine learning model for predicting customer churn, achieving 86% accuracy.
- Analyzed **Random Forest**, **K-Nearest Neighbors**, and **Decision Tree** algorithms for classification.
- Used **SMOTE** to balance the dataset and improve minority class representation.
- Implemented data preprocessing, model selection, and **K-Fold cross-validation** with hyperparameter tuning.

TECHNICAL SKILLS

- **Languages:** C, C#, Python, Java, JavaScript, SQL, PostgreSQL, MySQL, LaTeX, HTML, CSS
- **Development Tools:** Git, GitHub, Colab, Docker, JetBrains
- **Data Science & ML:** NumPy, Pandas, Matplotlib, Seaborn, Scikit-Learn, TensorFlow, Keras, OpenCV
- **Game Dev Tools:** Unity3D, Blender3D
- **Design & Creation:** After Effects, Premiere Pro, Audition, Figma, Canva

CERTIFICATIONS

- Build a Face Recognition Application using Python. *(May' 21)*
- Part of the team that won Enactus India National Exposition 24' Early Stage. *(July' 24)*
- Produced a winning video for the most-viewed in Enactus India National Exposition 23'. *(Jun' 23)*

POSITIONS OF RESPONSIBILITY

Director Creative - *Enactus KISS KIIT* *(Dec'24 - Present)*
- Led creative initiatives and guided junior members, fostering innovation and entrepreneurship.
- Developed execution plans to align projects with Enactus objectives for social impact.
- Strengthened leadership among peers, ensuring continuity in creative and strategic roles.