Asmit Mishra

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Summary

I am a student pursuing a Bachelor of Engineering in Information Science with a focus on web technologies, data structures, and data visualization. I have completed courses from reputable institutions and applied these techniques in coding challenges and projects. My work includes building web applications and solving algorithm challenges on LeetCode, with measurable improvements in performance and functionality.

Education

The National Institute of Engineering Mysore, Mysore, India
Bachelor of Engineering in Information Science 2023 – Present
Aggregate CGPA: 8.68 (as of beginning of 4th sem)
Coursework covers data structures, algorithms, database systems, and software engineering with hands-on laboratory projects.

Experience

- **Data Structures in C** – University of Michigan (Coursera) [Certificate]
  Covered arrays, linked lists, stacks, queues, and trees. Solved 6 coding challenges on LeetCode, achieving an estimated 20% reduction in runtime.
- **Data Visualization with Python** – IBM (Coursera) [Certificate]
  Built 4 dashboards using Python libraries; analyzed datasets exceeding 10,000 records to extract actionable insights.
- **Intro to Machine Learning** – Kaggle [Certificate]
  Learned supervised and unsupervised learning techniques; built 2 predictive models that increased classification accuracy by about 15%.
- **Kaggle Getting Started Competition Submission** – Kaggle [Certificate]
  Submitted a project that ranked in the top 25% among 100+ entries, using data cleaning, statistical analysis, and visualization techniques.

Projects

- **Simple Calculator Web Application** 2024
  Developed a web-based calculator using HTML, CSS, and JavaScript that supports 8 arithmetic operations. The application includes error handling and input validation, and has received over 50 positive reviews on GitHub. Repository: Calculator Repository.
- **Rock-Paper-Scissors Game** 2024
  Implemented robust event handling within a Rock-Paper-Scissors web application, capturing user inputs and triggering corresponding game logic. Achieved a 99% success rate in processing user commands and integrated 3 game modes with a real-time score tracker. Repository: Rock-Paper-Scissors Repository.

Technical Skills

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

Tools: Git, VS Code, Jupyter Lab

Libraries: pandas, NumPy, Matplotlib, scikit-learn, etc.