



Bhaswar Ghosh

Technologist

Being a perfectionist and having a creative and problem solving mind, I love to take up challenges that expand my knowledge and come up with innovative solutions in different domains. Experienced working with Python, SQL, and how to create and manage Databases, extracting data from the web as JSON as well as XML format.

Contact

+91 9385440656

bhaswarghosh26@gmail.com

<https://github.com/Bhashu02>

<https://www.linkedin.com/in/bhaswarghosh26>

Pondicherry, India

Education

2019 - 2022

Dual BSc. in Mathematics & Physics

Sri Aurobindo International Centre of Education

2017 - 2019

Higher Secondary

Sri Aurobindo International Centre of Education

Expertise

- Python, SQL, Databases, Data Structures
- HTML, CSS5
- Visual Design, Graphics Design
- Critical Thinking, Problem Solving
- Git & Github
- Arduino

Language

English
Native

French
Fluent

Bengali
Native

Projects

Arduino Self Balancing Bot

An Arduino based miniature robot made from scratch. Making this project gave a detailed understanding of the PID (*Proportional, Integral, Derivative*) controller which seeks to keep some input variables close to a desire set point by adjusting an output.

Python Snake Game

A popular retro easy-to-play video game. This project gave a robust understanding of the different libraries imported such as *PyGame*, *random* and *time*. The entire code is coded in the form of Object Oriented Programming.

Arduino Voice Controlled Robot

An Aduino based miniature robot that takes simple voice commands as inputs powered by Google's voice recognition software and moves in specific directions as output. This project taught not only the programming aspect but also how to deal with the struggles behind the hardware. It taught how different sensors such as the HC-05 Bluetooth Module work with an Ultrasonic Distance Sensor as well as the L293D Motor Driver. For more details check out <https://www.instructables.com/Arduino-Voice-Controlled-Robot/>

Artificial Intelligence in Gaming

A mandatory Higher Secondary Annual project by the students. Every student has to choose a topic of their interest and do thorough research and submit a 6K words thesis on their chosen topic in a time period of six months and give a 50 minutes class presentation. As the title suggest, the topic I chose was *Artificial Intelligence in Gaming* as I have a strong passion behind technology and computers.

Arduino Obstacle Avoiding Car

A one-week class project that taught the basics of C++ and how to program an Arduino and it's functionalities. Having the entire day for one whole week, I got to work on my project with the help of my electronics teacher and made a miniature Obstacle Avoiding Car by the end of the week.

Arduino Smartphone Controlled Car

A miniature Arduino based bluetooth car controlled by an android smartphone. While working on the hardware and handling the different sensors and electronics components, I had to also customise the app which would control the car via Bluetooth.

Using *Remote XY's* website, I customised a remote according to my preference and the website converted the remote's functionalities into code which was later inserted in the main Arduino program file.

For more details, check out <https://www.instructables.com/Arduino-Smartphone-Controlled-Bluetooth-Car/>