BHUSHAN SAH

EDUCATION

Kalinga Institute of Industrial Technology

Bachelor in Computer Science and Engineering; CGPA: 8.36

Bhubaneswar, India

2022 - 2026

EXPERIENCE

• VeriStream - Real-Time Misinformation Detection — Github :

Dec 2024 - Present

- $\circ \ \ Directed \ and \ engineered \ VeriStream, \ an \ AI-powered \ tool \ selected \ from \ 5.6K+ \ teams \ at \ the \ Truth \ Tell \ Hackathon$
- Developed a misinformation detection platform with Next.js, integrating ShadCN components for a seamless, responsive UI.
- Designed an AI pipeline combining speech-to-text conversion, video processing, and knowledge graph visualization for misinformation analysis.
- Created a robust back-end API using libraries such as video-processing.js for real-time fact-checking and interactive data presentation.
- Delivered actionable insights through real-time fact-check results and interactive knowledge graphs, boosting user engagement.

• Android Developer Virtual Internship — AICTE :

Oct 2024 - Dec 2024

- Completed a certified virtual internship focused on designing and deploying scalable Android applications.
- Demonstrated proficiency in Kotlin and Jetpack Compose through building dynamic, user-friendly mobile interfaces.

PROJECTS

• Java Application for Remote Control Car — Github:

February 2024

- Objective: Created a Bluetooth-based Java app for remote control of Arduino modules.
- Achievements: Demonstrated strong hardware interfacing skills with robust control capabilities.
- Kisan Bazaar AI-Powered Direct Market Access App for Farmers Github:

September 2024

- AI-Powered Product Scanning & Price Prediction: CNN-based product recognition and ML-driven price forecasting for informed, instant pricing and market insights.
- AI Voice Assistance & Logistics Optimization:: NLP chatbot for navigation in multiple languages and AI enhanced route planning to streamline delivery logistics, cutting costs and time.
- Core Functionalities: Integrated secure authentication, API-based transactions, and real-time cart management..
- o Tech Stack:: Flutter, Node.js , MongoDB , and AI/ML Kit.

• Reinforcement Learning Projects:

October 2024

- Lunar Lander: Trained an RL agent using Deep Q-Learning and neural networks, enhancing reward shaping to achieve successful landings. GitHub
- Cliff Walking: Implemented SARSA and Q-Learning algorithms to optimize pathfinding with Bellman's Equation and Monte Carlo techniques. GitHub
- CartPole & Mountain Car: Built deep RL models with Keras for balancing a pole (Cartpole) and hill climbing using SARSA, Deep Q-Learning, and Monte Carlo methods. Streamlined performance with reward shaping. —GitHub

SKILLS

Technologies & Tools: Java, C, Python, Kotlin, Jetpack Compose, Flutter, TensorFlow, Keras, OpenAI Gym, PyTorch, Pandas, Generative AI, NLP, Git, Android Development

Soft Skills: Communication, Presentation, Documentation, Adaptability, and Resilience

ACHIEVMENTS

Certifications: Introduction to Generative AI, AICTE Virtual Internship,

SIH Hackathon: Developed AspireX as part of a top-selected team among 400+, focusing on AI for career guidance.

Conference Paper: Co-authored a pending publication on ML-based medicine recommendations using symptom analysis.

Activities: Android Developer at GDG KIIT CHAPTER