Shivam Chauhan

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EDUCATION

Noida Institute of Engineering and Technology   Sept 2022 – July 2026
B.Tech in Computer Science and Engineering (IoT Specialization) - 74.9%   *Greater Noida, India*
Frank Anthony Public School   Apr 2009 – May 2020
Secondary School(X)- 84.67%   *New Delhi, India*
Frank Anthony Public School   Apr 2020 – May 2022
Senior Secondary(XII) - 80%   *New Delhi, India*

PROJECTS

Sign Language Converter | Raspberry Pi, Python   Mar 2025 - May 2025
- Engineered a real-time sign language converter, achieving 84% accuracy across 36+ signs.
- Optimized inference pipeline with TensorRT and multi-threaded pre-processing, reducing gesture latency by 20%.
- Enabled consistent 30 FPS performance on low-power hardware through efficient computing.
- Enhanced training dataset by 30% via automated augmentation pipeline, improving model robustness.

Gesture Controlled Car Game | Unity, C#, Python   May 2024 - June 2024
- Built a Unity3D racing game with OpenCV/MediaPipe integration, supporting 3 distinct hand gestures for real-time control.
- Boosted control responsiveness by 35% through adaptive input smoothing algorithms.
- Maintained 60 FPS gameplay using asynchronous frame processing and GPU-accelerated rendering.
- Presented game mechanics and technical stack to a panel of peers, receiving feedback to enhance user input flow.

Affirmation Suggesting Dashboard | Django, Python, SQLite   Oct 2024 - Nov 2024
- Constructed a full-stack Django web app with SQLite backend and user authentication for 100+ daily active users.
- Improved page load speed by 60% using database indexing.
- Collaborated with a teammate to design a recommendation engine and rating system, increasing user engagement by 25%.
- Fortified application security by implementing CSRF tokens across all user forms, mitigating 95% of common cross-site scripting vulnerabilities.

3D FPS & Platformer Game | Unity, C#   Jul 2022 - Oct 2022
- Designed a hybrid FPS-platformer with Unity NavMesh, raycasting, and modular AI supporting 5+ unique enemy behaviors.
- Maintained project documentation for 8 months, ensuring long-term usability.

INTERNSHIPS

Java Development Intern | Java   Aug 2024 - Sept 2024
CodSoft   *Remote*
- Engineered modular Java applications including 3 games and 2 utilities, reducing code redundancy by 45%.
- Held weekly discussions with senior developers to gather feedback and iterate designs, improving alignment with user needs.
- Implemented object-oriented programming (OOP) principles, enhancing code modularity and reusability across the software architecture; reduced development time by 15%.

Web Development Intern | HTML, CSS, JavaScript   Aug 2023 - Sept 2023
Bharat Intern   *Remote*
- Deployed a Netflix-style UI clone with 98% visual fidelity and responsive design.
- Created a temperature converter supporting 4+ unit types; reduced front-end load time by 30%.
- Drafted API documentation and presented RESTful architecture choices to teammates, reducing on-boarding friction.

TECHNICAL SKILLS

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

Systems/Tools: Linux, Windows, MacOS, Git, VS Code, IntelliJ, PyCharm, Blender

Frameworks: Unity3D, Django, FastAPI, React

Libraries: OpenCV, Mediapipe, NumPy

Concepts: Distributed Systems, Machine Learning, Game Dev, REST APIs