Clinton Vineeth Chelvi George

Objective

To utilise machine learning and artificial intelligence concepts and algorithms to help develop a world of automation.

Languages

Python, R, C/C++, Java, HTML, CSS, Javascript, SQL, Haskell, Ocaml

Packages/Frameworks

Pandas, Numpy, Sckit-Learn, Keras, Matplot-Lib, Seaborn, Django

Contact info

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Work Experince

Educator Intern at Lego-Mindstorm

Taught Lego Mind-Storm, a primitive drag and drop based programming language to children whose ages were between 6 and 12.
Supported student learning objectives through personalized and small group assistance by programming experience.
Implemented and assigned simple real world problem exercises, mainly highlighting the importance, use and necessity of loops in a program and used repetition, which enabled students to further strengthen their programming skills and help grasp new and tougher concepts such as how a self-driving car functions.

Education

2017-09 - Current

Bachelor of Science in Computer Science
Illinois Institute of Technology

Projects and Skills

- I built a recommender system in python that takes in data and utilises the concept of Nearest-Neighbor to recommend movies.
- I have a year of experience using bash in linux.
  Worked as a front-end engineer as part of a class project and lead a team of 3 people to build an e-commerce web application.
- I was part of a software team in a group of 50 people that worked on building and improving a robot that intended to collect rocks in Mars for research purposes as part of NASA's annual Space Robotics challenge.
- I have 4 years of experience with git and GitHub for version control.