

# ASHISH KUMAR KHETAN

## EDUCATION

B.Tech in Computer Science and Technology

**Jaypee Institute of Information Technology**

📅 July 2017 – Ongoing

📍 Noida

- CGPA: 7.1(till 6th semester)

12th from CBSE Board

**Woodbine modern School**

📅 April 2016 – March 2017

📍 Darbanga

- Scored 70.7 percentile

10th from CBSE Board

**Nimawat public School**

📅 April 2014 – March 2015

📍 Fatehpur

- CGPA: 10

## PROJECTS

Traffic Light System Control Using Deep Reinforcement Learning

**Made using: Python , Simulation of Urban Mobility(SUMO)**

Applying 3-Deep Q Network optimization method to establish a dynamic smart traffic light system which incorporates its intersections data to then find the optimal traffic light system.

Smart Dustbin

**Made using: Machine Learning and IOT**

The smart dustbin is able to quite accurately segregate the waste provided multiple types are not deposited at once. The notification system allows for a well managed dustbin and can be implemented on a larger scale to allow for a much cleaner surrounding.

Mario Man

**Made using: C++ ,A\* algorithm and graphics**

Implementation of Pacman with a little variation

Women Safety App

**Made using: C ,C++ ,Dijkstra algorithm**

An app that highlights the shortest and safest path from source to destination where different shops( general shops, beer shops),hospitals, airport, police stations are situated in the city .

## LEARNING AND TRAINING

Machine Learning Course

Course Machine Learning by Andrew Mg through Coursera.

Game developement and Unity

Training at college in 3D and 2D game developement using Unity.

## ACHIEVEMENTS



Certified by Google for completion of beginner track of Google AI Explore ML



Coordinator of Game developement Hub of IIIT



Coordinator of Thespian Circle, Dramatics hub of IIIT

## PERSONAL DETAILS

Email Address

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Permanent Address

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## IT PROFICIENCY

C/C++



Python



Javascript



HTML



PHP



MySQL



Unity



Data Structure and Algorithms



Machine Learning

