Dev Reshamiya

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SUMMARY

As a student, web developer, and aspiring data scientist, I possess a strong passion for learning new skills and technologies. My enthusiasm for programming and data analysis drives me to constantly seek out new challenges and opportunities for growth. With a self-motivated and responsible mindset, I am able to adapt to various conditions and thrive in dynamic environments. I am excited to leverage my knowledge and expertise as a Developer to contribute to innovative projects, harnessing the power of data to make a meaningful impact.

KEY COMPETENCIES

Languages	Frameworks	Python Libraries	Data Science and Analysis	AI	Soft skills
Python	Nodejs	Numpy	Predictive Analysis	Search algorithms (BFS, DFS)	Team Leadership
Javascript	React	Pandas	Regression Analysis	Logic Inference	Team Management
C/C++	Express	Scikit Learn	Classificaiton	Probabilistic Model (Naive Bayes)	
Database	**Programming**	NLTK	Data Visualization	Reinforcement Learning (Q-Learning)	
MongoDB	Data Structure	Flask			
SQL	Algorithms				

EXPERIENCE

Ineuron **June 2023 - July 2023**
Machine Learning Intern

Accomplishments:

- Collaborated on an ML project involving a campus placement dataset.
- Utilized various machine learning models, including Multiple Linear Regression, K Nearest Neighbors, and Random Forests.
- Conducted data preprocessing tasks to clean and prepare the dataset.
- Analyzed and interpreted the results of the models to gain insights and make predictions

EDUCATION

Gujarat Technological University **2024**
Bachelors in Engineering Information and Communication Technology

PROJECTS

Portfolio Website
Accomplishments:

- Launched a portfolio website using ReactJS to showcase my skills, projects, and achievements.
- Designed the user interface and user experience (UI/UX) of the website using Figma, ensuring a visually appealing and intuitive design.
- Hosted the website on GitHub Pages, allowing easy access and navigation for visitors.
- Implemented responsive design principles to ensure optimal viewing experience across different screen sizes.
- Included sections for displaying projects, educational background, skills, and contact information.
- Incorporated animations and interactive elements to enhance user engagement.
- Regularly updated and maintained the website to reflect the latest projects and accomplishments.

Technologies used:

React.js	Figma	Javascript
Git	HTML	CSS

To Do App
Accomplishments:

- Built a robust and feature-rich To-Do application using the MERN stack (MongoDB, Express.js, ReactJS, Node.js).
- Implemented core functionalities, including creating tasks, organizing tasks into lists, and creating new lists as needed.

- Added a due date feature, allowing users to set deadlines for their tasks and receive reminders.
- Implemented a login and signup function, enabling users to securely register and access their personalized to-do lists.
- Integrated session management using cookies for seamless user authentication and authorization.
- Leveraged MongoDB to store and retrieve task data, ensuring persistence and scalability.
- Implemented error handling and validation to enhance reliability and prevent data inconsistencies.

Technologies used:

React.js	MongoDB	Express
Node.js	HTML	CSS

Email Spam Prediction
Accomplishments:

- Developed an accurate email spam prediction system using Python, specifically leveraging the Scikit-learn and NLTK libraries.
- Performed data preprocessing by removing special characters, stopwords, and conducting spell checks to ensure high-quality feature extraction.
- Employed the Naive Bayes and Support Vector Machines (SVM) algorithms from Scikit-learn to train the classification models.
- Achieved an impressive accuracy of 96% in classifying spam and non-spam emails, demonstrating the effectiveness of the chosen algorithms.
- Made use of NLTK's powerful natural language processing capabilities to enhance the accuracy and reliability of the predictions.

Technologies used:

Python	Natural Language Processing (NLP)	Naive bayes
Scikit learn		SVM

Minesweeper Game
Accomplishments:

- Developed a Minesweeper game with an intelligent, logic-based agent using Python and Pygame.
- Implemented a sophisticated logic inferencing system to intelligently determine the locations of mines based on available information.
- Designed an interactive graphical user interface (GUI) to provide a seamless and immersive gaming experience.
- Ensured the game adheres to win/loss conditions, notifying players upon successful completion or encountering a mine.

Technologies used:

Python	Natural Language Processing (NLP)	Naive bayes
Scikit learn		SVM

ACHIEVEMENTS

Best Design Award
Hackathon by Sciencious.com:

Accomplishments:

- Participated in a hackathon organized by Sciencious.com focused on addressing natural disasters and recovery.
- Collaborated with a team to develop a comprehensive website centered around educating and raising awareness about natural disasters and their recovery process.
- Demonstrated exceptional design skills and creativity in the development of the website, resulting in the recognition of the Best Design Award.

CERTIFICATIONS

Bootcamp on Basics of Web Development
DevTown

Build an AI Virtual agent
Open Weaver

Data Structure and Algorithms
ShapAI and Google Developer Student Club