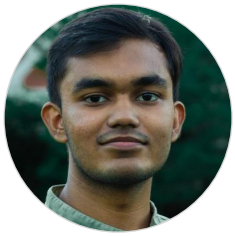

Aditya Sinha

Computer Science Student

A motivated computer science student enthusiastic about Data Science and Creative Ideas.

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github.com/Fulmen-Draco

SKILLS

git | Data Structure | Algorithm | C | C++ | Linear regression | Logistic Regression | Python | Object oriented programming | Matplotlib | Flutter | HTML and CSS | Numpy | Pandas | DBMS | Java

LANGUAGES

English
Full Professional Proficiency

Hindi
Native or Bilingual Proficiency

Japanese
Elementary Proficiency

EDUCATION

Bachelors in Technology

Kalinga Institute of Industrial Technology

09/2021 - Present — *8.52 GPA*

Courses

- Computer Science and Engineering

Higher Secondary Education

Pace Jr. Science College, Mumbai

05/2019 - 06/2021 — *89.5%*

ORGANIZATIONS

KIIT Electrical Society (10/2022 - Present)

Member- currently learning about Arduino.

CERTIFICATES

100 days of Code : A python Boot camp (01/2023 - Present)

Introduction to Data science, back end development, web development and Automation. Offered by Dr Angela Yu on Udemy.

Machine Learning Specialization by Andrew Ng (12/2022 - Present)

Completed Supervised Machine Learning: Regression and Classification course. Offered by Deeplearning.AI and Stanford on Coursera.

Intermediate Python by Data Camp (10/2022 - 10/2022)

Learned Numpy ,visualizing using Matplotlib and manipulating Data frames with panda.

PERSONAL PROJECTS

Flutter Verse 2022 (01/2022 - 02/2022)

- Attended a 7 Day boot camp for flutter.
- Designed and Deployed several projects - Facto(Random facts generator), Quizzy(A quiz app)

Market Basket Analysis (06/2023 - 06/2023)

- Analyze frequently bought items by consumers using apriori algorithm.
- Market Basket analysis are frequently used by retailers to cross-sell product in physical outlets and suggest product on e-commerce website.

Churn Prediction in Telecom Industry (06/2023 - 06/2023)

- Analyzed the churning in the telecom industry through Exploratory Data Analysis.
- Applied Logistic Regression to predict churning of consumer in future.

Investigating Netflix Movies (10/2021 - 10/2021)

- Applying foundational Python and Numpy skills for manipulating and visualizing movie and TV data and gaining insights from it.
- Workspace on Data Camp.

Sound Meter using Arduino (01/2018 - 02/2018)

- Using an Arduino module to sense surrounding sounds and graph it's loudness in decibels (Db) with time
- Won the Yearly Science Exhibition in School