Aditya Sinha
Computer Science Student

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

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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   *8.74 GPA*

Courses
- Computer Science and Engineering

Higher Secondary Education
Pace Jr. Science College, Mumbai

06/2019 - 03/2021   *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