Aayush Kumar

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Summary

Enthusiastic and detail-oriented learner with a passion for technology, software development, and problem-solving. Interested in IoT, web development, and machine learning, with hands-on experience in building responsive websites and real-time data processing systems. Always eager to explore new technologies, improve coding skills, and work on innovative projects. A proactive team player with a strong commitment to learning and growth in the field of computer science and engineering.

Education

Gyan Mandir Public School, Schooling

April 2007 - March 2023

10th Grades: 89%12th Grades: 76%

SRM Institute of Science and Technology, B.Tech in Computer Science and

May 2023 – June 2027

Engineering

• GPA: 9.21/10.0 (till 3rd sem)

Experience

Marketing Associate, Winzera Pvt. Ltd. - Chennai

Aug 2023 - Jan 2024

- Associate Member at a Startup
- Event Participation and Soft Skills Development: Actively participated in **networking events**, business meetings, and workshops to **improve interpersonal communication**, **negotiation**, **and presentation skills**.
- Delve deep into **LLMs**, **B2B**, **B2C** and various business transactions. Gained hands-on experience in network marketing, focusing on B2B and B2C transactions.
- Worked with Professionals to get a clear understanding of Industries and how a Startup works
- Network Marketing Role: Focused on **expanding customer reach** and promoting company products/services by building strong relationships and using **direct marketing strategies**.

EduSkills Virtual Intern, Google for Developers – Remote

April 2024 - June 2024

- Completed hands-on projects in **image classification**, **object detection**, **and product image search** using **Google's ML Kit** and **Vision API**.
- Earned multiple badges for successfully completing tasks related to image classification, object detection, and Vision API product search.
- Worked on back-end development for Vision API Product Search, implementing AI-powered image recognition.
- Enhanced skills in computer vision, deep learning, and mobile AI integration, applying Google Cloud and TensorFlow technologies.

Product Design Virtual Participant, Accenture, Forage – Remote

June 2024

- Company Overview: Accenture North America Product Design virtual experience program
- Completed a simulation focused on how the Product Design team can transform a user's experience
- Added a new feature and iterated on an existing product screen
- Communicated the decisions made for the feature design
- Accenture North America Product Design virtual experience program

Arts - Remote

- Proposed a **new feature for Sims 4** and **wrote a Feature Proposal** describing it to other stakeholders.
- We built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.

Projects

VibeOut: AI Fitness App

GitHub

- Emotion-Based AI Integration: Leveraged AI for real-time emotion detection through facial recognition and voice analysis
- Data-Driven Personalization: Machine learning models adapt to individual emotional and workout patterns, enhancing the user experience over time.

Project- OnBoardX GitHub

- Developed an IoT-based vehicle monitoring system using ESP32, Raspberry Pi, Firebase, FastAPI, Flask, and ML for real-time tracking and safety.
- Implemented **real-time data collection and processing, storing** acceleration and velocity in Firebase and visualizing insights via React and Flask.
- Integrated speed/accident alerts using EmailJS/Twilio, notifying drivers and emergency contacts in critical situations.
- Automated emergency response system, alerting hospitals, ambulances, and fire stations upon accident detection.

Deepfake Detection GitHub

- AI-Powered Deepfake Detection: Developed an application capable of detecting deepfake videos by leveraging machine learning algorithms
- FastAPI Backend: Implemented FastAPI as the backend framework to handle API requests efficiently and support real-time detection processing.

DeadRun - ZombieEscape

GitHub

- Developed interactive treasure hunt visualization in React showcasing DFS, BFS, and A* algorithms.
- Implemented priority queue and graph traversal techniques with responsive step-by-step animation.
- Built dynamic grid system with configurable parameters and real-time performance analytics dashboard.
- Leveraged React hooks for state management with Tailwind CSS for responsive design.

Treasure Hunt AI-Searching Techniques

GitHub

- Developed a 2D grid-based zombie survival game featuring real-time pathfinding.
- Implemented the A* algorithm for intelligent zombie movement and player navigation.
- Designed dynamic difficulty scaling by adjusting grid size and obstacles for varied gameplay.
- Optimized performance with efficient data structures for smooth real-time interactions.
- Enhanced user experience with interactive controls and real-time visual feedback.

Frontend Website Replication with Responsive Design

GitHub

- Developed multiple responsive website clones, including a Netflix clone, using HTML, CSS, and @media queries for adaptability across different screen sizes.
- Implemented mobile-first design principles to ensure a seamless user experience on various devices.
- Utilized CSS Flexbox and Grid to create structured and scalable layouts for responsiveness.
- Integrated hover effects, transitions, and animations to **enhance UI interactivity**.
- Followed clean and modular code practices, making the projects easy to maintain and scale.

GitHub

- Developed a Generic Medicine Finder using Java Swing and MySQL, enabling users to find affordable alternatives to branded medicines.
- Designed an interactive Java Swing UI for easy search, retrieval, and display of medicine details from the MySQL database.
- Implemented search and filtering features to fetch generic medicine alternatives based on user input.
- Ensured efficient database management with optimized SQL queries for fast and accurate data retrieval.

Skills and Tech-Stacks

OS:Windows, MacOS, Ubuntu

Languages: C++, C programming, Java, Object-Oriented programming, JavaScript, ReactJS, Python, HTML, CSS, TailwindCSS

Backend and Database: MySQL, Flask, Firebase, FastAPI, TensorFlow

Tools: Replit, VSCode, Pycharm, PythonIDLE, Webstrom, Figma, Git, GitHub, Eclipse, IntelliJ

Skills: Code Analysis, Critical Thinking, UI/UX Design, Leadership

Extracurricular Activities

TPHxSRMIST, Creatives Team Lead-SRM

- Led creative direction for projects involving graphic design.
- Contributed to seamless operational processes through **effective teamwork**.
- Ensured punctuality and superior quality in task execution through effective leadership.
- Tracked team achievements and adjusted strategies as needed.

IEEE Computer Society, Web Developer- SRM

- Collaborated with other developers on coding projects.
- Developed web applications using HTML, CSS, JavaScript, and React.
- Integrated design specifications into the development process for accurate execution.
- **Developed wireframes and prototypes** to validate user interactions with UI elements.

AWS Graduate, AWS Academy- Online Certification

• Successfully completed the **Cloud Foundation and Data Engineering** courses through a virtual internship program, gaining hands-on experience with AWS services and cloud-based data engineering practices. Proficient in foundational cloud concepts and designing data workflows on AWS.

Certifications

- Cascading Style Sheet (CSS), HackerRank
- Beginning C++ Programming From Beginner to Beyond, Udemy
- Python (Basic), HackerRank
- IBM Python for Data Science and AI Development, Cousera
- C, C++, Python and Ruby Programming, Udemy
- AWS Graduate Cloud Foundation and Data Engineering, AWS Academy

Hobbies

Coding, Watching movies and shows, Web development, Graphic design, Researching on mystical topics, Sports

Competions And Honors

- Won internal rounds of RedBull Basement Hackathon, a 36-hour Ideathon+Hackathon.
- Got selected for the internal rounds for the Smart India Hackathon for two consecutive years.
- Completed in the Top 3 of an Industrial Hackathon of 72 Hours Enduraverse 25