# Kalash Jindal

3rd year B Tech, Computer Science and Engineering
Feroze Gandhi Institute of Engineering and Technology

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## EDUCATION

**8.71/10.0 CGPA (Up to 2nd year)**
**Feroze Gandhi Institute Of Engineering and Technology,**
Raebareli — *B tech Computer Science and Engineering*

2017 - Till Date

**84.4/100 Percentage**
**Agarwal Public Inter College,**
Sitapur — *Intermediate*

2016

**90.1/100 Percentage**
**Agarwal Public Inter College,**
Sitapur — *High School*

2014

## TRAINING

**Machine Learning Master Course** — Coding Blocks
https://online.codingblocks.com/app/certificates/CBOL-21111-b988

**Divide and Conquer, Sorting and Searching, and Randomized Algorithms** — Coursera
https://www.coursera.org/account/accomplishments/certificate/JS7QAT5HYYKG

**Introduction to Data Science in Python** — Coursera
https://www.coursera.org/account/accomplishments/verify/ANH8FACZZHE8

**Programming with Python** — Internshala Trainings
Certificate Number : A20916E5-8524-A7B2-091A-EC4CE0C2CA4F

## SKILLS

Python, Statistics, Data Handling, Data Visualization, Linear Algebra, Neural Networks, Transfer Learning, Feature Extraction, Deep Learning, Sci-kit Learn, Keras, OpenCV, SQLite, Html, CSS, GUI using Pyqt module, Git GitHub, C, C++, etc.

## HOBBIES

Table Tennis, Cooking, Reading Books, Web Surfing, etc.

## PROJECTS

### Cartpole Playing Game using Reinforcement Learning
*A Cartpole (prebuild API by OpenAI GYM) is placed in the one-dimensional track having a pole which can move either left or right. The goal is to make the left and the right momentum in such a way that the pole does not fall down from a certain angle. So, I have used the GYM library for importing the Cartpole model and Q- learning principle to design the algorithm for constantly making momentum of the pole to achieve the highest accuracy.*

### Sentimental Analysis using MLP and LSTM on IMDB Dataset
*In this project, I have worked on the IMDB dataset for checking the sentiment of the reviews given by the reviewers either the review is positive or negative which to lead to giving the movie rating out of 5.. I have also implemented the concept of early stopping, to overcome the overfitting problem.*

### Emoji Prediction using LSTM
*This project is based on sensing the right emoji from the set of emoji according to the sentiment of the piece of line. While modeling the neural network, I have used LSTM for it with activation function softmax and GloVe ( Global Vector For Word representation), which is an unsupervised learning algorithm for obtaining the vector representation of words. Training is performed on aggregated global word-word co-occurrence statistics from a corpus, and the resulting representations showcase interesting linear substructures of the word vector space. Adam is used for optimizing the model, the loss is categorical cross-entropy.*

### Text Generation using Markov Chain
*In this project, I have worked on a probabilistic model for text/natural language generation. Using the Markov Chain algorithm for generating the text upto a certain length.*

### Image Classification using SVM
*In this project, I have worked on support vector machine for extracting the features from the training dataset containing images of dog, cat, horse and humans of around 800. Applying data augmentation for increasing the size of dataset and using SVM for classifying the testing set into 4 classes.*

### Odd one out
*This project works to find out odd one out, i.e, the least similar element out from any inputted list. Word2Vec model using Gensim(pre-trained model)is used for word embedding(vector representation of the words)*

### Bollywood Word Analogies
*In this project, I have worked with Word2Vec model for finding the analogies of word, i.e, used to complete the sentence "a is to b and c is to __". The goal is to find out the correct word, I have measured the cosine similarity of the word vectors of (b-a) and (v-c). Here, v is the list of word vectors present in the vocab of word2vec model.*

### Titanic Survivor Prediction using Decision Trees —
*Titanic Survivor is the very first question on kaggle. In this problem, I have used decision trees for predicting whether a person will survive or not on the testing data.*

**Diabetics Detection**
*This project is modeled using the KNN and the dataset used is of people of any country having high diabetics patients and the goal is to find out that the patient is diabetic or not on testing data, I have used binary classifier for classifying the possibility.*

**Fantasy Cricket Game**
*This game is a prototype of dream 11. I have work on this project while completing my python training. In this project, I have used python, SQLite for database management and qt designer for UI designing.*

**Air Quality Prediction**
*Dataset used in this project is of the different places with having 5 features. So, I have used Linear regression with multiple features for finding out the air quality of testing data and at last, I achieve an accuracy of 98%.*

**Hard Work Pays Off**
*This project is based on the data of the students and how they performed in the evaluation exam. And I have implemented Linear Regression for finding out the minimum time required for each student to do coding daily. R2 Score is used for calculating the accuracy and I got 99% accuracy.*

**Separating Chemicals**
*In this project, I have worked on logistic regression to create a model to solve this challenge. Dataset is labeled with 0 and 1 with each having 3 features and moto is to label the testing data. I attain 96% accuracy.*