

## SUMMARY

Accomplished CSE Fresher with proficiency in Data Science, Machine Learning and Software Development. Adept at end-to-end software design & development and handles complex project management & coordination work efficiently to deliver results.

## KEY SKILLS

Software Development

SpringBoot

Java

Python

Data Structures & Algo

DBMS

GCP & AWS

Machine Learning & AI

Data Science

## INTERNSHIPS

Web Development Intern

Dec '20 - Mar '21

Ulavi Technologies Pte. Ltd.

Delhi, India

- Developed **microservices** and facilitated **ML Models** for user-based application responses. **Tech Stack:** MEAN Stack

## PROFESSIONAL EXPERIENCE

Software Development Engineer

Jul '21 - Present

Hashedin By Deloitte

Bangalore, India

**Project:** *COFTA (Cognitive Functional Test Automation)*

- Led development and maintenance of "**Table Operations**" for this AI enabled tool on a **distributed, complex architecture** where code is distributed across **multiple servers**
- Tech Involved:** Java8, SpringBoot, SQL, Python, NLP, Rasa, Computer Vision
- Major Improvements:** Managed Java and Python servers for better Performance in terms of **Latency Optimization (40-45%)** and enhancing **Accuracy (70-80%)**

## EDUCATION

B.Tech - Computer Science & Technology

Jul '17 - Jun '21

Amity University - Noida, India

Graduated with 8.61 CGPA

Class 12 Boards

Apr '16 - Mar '17

Dev Samaj Modern School - New Delhi, India

Secured 91% in CBSE Boards

## PROJECTS | RESEARCH PAPER

### Projects

Research Project on **Skin Cancer Prediction** - [Source Code](#)

- Developed a comparative study on two specialized CNN Models (ResNet50 & VGG16) to compare their behavior and accuracy.
- Tech Used:** Python3, Convolutional Neural Network

**TELEHEALTH:** A web based Remote Patient Monitoring System - [Source Code](#)

- Web based system for patients to book slots and connect with doctors remotely. **Tech Used:** ReactJs, Django, Google Cloud

### Research Paper

**Conceptualising BCI and AI in Video Games** [↗](#)

- Published a Research Paper available at IEEE with the hope of helping the disabled to play video games through the means of current technologies in trend

## ACHIEVEMENTS

- Awarded **100% scholarship** under **Sakura Science Program** for student exchange and research internship by SIT, Tokyo
- Merit Based **50% Scholarship** Holder at **Amity University** for two Consecutive Years (2017-19)
- Delegate** at the prestigious Harvard Project for Asian and International Relations (**HPAIR 2021**)
- HackerRank **Gold Badge** Holder in Java, Python, SQL, CPP

## CERTIFICATIONS

- [PCAP: Programming Essentials in Python](#) - Cisco
- [Honors in Deep Neural Networks in Pytorch](#) - Coursera & IBM
- [Crash Course on Python](#) - Google