Harsh Bhogal

Bachelor of Technology
Computer Science Engineering (Artificial Intelligence)
Shri Shankaracharya Institute of Professional Management & Technology, Raipur

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Portfolio
Linkedin
GitHub

Summary

B.Tech (CSE–AI) student skilled in Python, Machine Learning, Deep Learning, and Django. Experienced in internships and real-world AI projects focused on backend development and intelligent solutions.

Education

- **Bachelor of Technology in Computer Science Engineering(Artificial Intelligence)** *2022-2026*
  Shri Shankaracharya Institute of Professional Management & Technology, Raipur CGPA: 6.91

Experience

- **Internship Studio | Data Science Intern** *Aug 2024 – Sep 2024*
  Remote Pune, India
  - Worked on EDA, machine learning, and predictive modeling using Python, Pandas, and Scikit-learn under expert guidance on real-world projects.

- **Eduskills Foundation – AI & ML Virtual Intern** *Jan 2025 – Mar 2025*
  Remote Bhubaneswar, India
  - Contributed to AI and machine learning projects focused on data preprocessing, model development, and performance evaluation using Python and Scikit-learn in a remote internship setting.

Projects

- **Project A: Movie Recommendation System** *Oct 2024 - Nov 2024*
  Tools: Python, Pandas, NumPy, Scikit-learn, Cosine Similarity, Jupyter Notebook, Streamlit
  - Built a content-based recommendation engine that suggests movies based on user preferences and movie metadata. It uses similarity metrics to generate personalized recommendations and enhance relevance and optimized filtering logic for improved accuracy and user experience.

- **Project B: Weather Forecasting System** *Dec 2024*
  Tools: Python, Pandas, NumPy, Scikit-learn, Matplotlib, Streamlit, CSV datasets (10 lakh+ records)
  - Developed a machine learning-based system to predict weather conditions using historical weather data. Implemented data preprocessing, model training, and evaluation for accurate weather forecasting.

- **Project C: MotionGaming: Gesture-Based Game Control System** *Apr 2025*
  Tools: Python, OpenCV, MediaPipe, PyAutoGUI, NumPy, Jupyter Notebook, VS Code
  - Developed a computer vision system that allows users to control Subway Surfers using real-time hand gestures. Integrated gesture recognition with game automation to enable touch-free gameplay. Focused on real-time detection, smooth control mapping, and user experience.

Skills

- **Programming Languages Web Technologies**: Python, Java, C, SQL, HTML, CSS
- **Frameworks Libraries**: Django, Streamlit, Bootstrap, Scikit-learn, Pandas, NumPy, TensorFlow, Matplotlib, OpenCV
- **AI Technologies Development Tools**: Jupyter Notebook, Google Colab, OpenAI, Hugging Face, Git, GitHub, VS Code, MySQL, Linux

Certifications

- **GUVI Geek Networks, IITM Research Park** – Python Course Certifications *Oct 2023*
- **Forage** – Data Analytics and Visualization Certifications *Jan 2025*
- **AWS Educate** – AWS Educate Badge *Aug 2024*

Achievements

- Project Development Competition *Aug 2023*
- Datathon on TechSpectRuM24 – 9th place in this event *Oct 2024*

Positions of Responsibility

- **volunteer** – National Service Scheme *2022 - 2026*
- **Student Ambassodor** – LetsUpgrade *2023 - 2024*