Irish K Sajan

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https://github.com/irish0019

Education

Indian Institute of Information Technology Kottayam **2020 – present**
Bachelor of Technology in Computer Science and Engineering *Kottayam, Kerala*

Chavara Public School **2018 – 2020**
Class 12— Physics, Chemistry, Maths, English, Computer Science— Percentage: 95.2 (AISSCE) *Kottayam, Kerala*

Girideepam Bethany Central School **2008–2018**
Class 10— English, Malayalam, Maths, Science, Social Science— Percentage: 93.6 (AISSE) *Kottayam, Kerala*

Relevant Coursework

- Data Structures
- Software Methodology
- Algorithms Analysis
- Database Management
- Artificial Intelligence
- Internet Technology
- Systems Programming
- Computer Architecture

Experience

The Sparks Foundation **July 2022 – August 2022**
Web Developer Intern *Remote*
- Developed a Real-world Banking System.
- Used Django, SQL, HTML, and CSS to build the system.
- There are functions to view the account details, deposit, withdrawal, transfer funds between the accountholders and to view records of all bank transactions.

Applications in Data Science and ML

Model to classify Plant species using leaves *Ongoing*
- Work: Developing an ML model to classify Plants species based on their leaves.
- Uses Flavia Dataset for training and testing
- Models used are ResNet50 using imagenet weights and 4 other models.
- Uses Tensorflow and keras libraries of Python.

Protein Sequence Classification *Ongoing*
- Work: Developing code to explain the interpretability of Protein Sequence Classification using the LSTM model.
- Uses a self acquired dataset.
- Uses Tensorflow and keras libraries of Python.

Projects

LS classifier | *Python* **September 2022**
- A model to classify leaves according to their species.
- Building using python and deep learning models.

DIGI Notes | *HTML, JavaSript, Bootstrap* **December 2021**
- It is a Web application to create notes, It is built using HTML and JavaScript.
- It stores the created notes in the local storage.
- There are functions to add, remove, highlight and search the created notes.

SHERLOCK | *HTML, JavaScript, CSS* **February 2021**
- It is a Web game made using HTML, CSS, and JavaScript.
- It is an object-finding game.
- The game consists of 5 levels and also shows the score of the player.

Technical Skills

Languages: Python, Java, C/C++, HTML/CSS, JavaScript, SQL, Python, PHP, Django, Golang
Developer Tools: VS Code, Android Studio
Technologies/Frameworks:GitHub, WordPress
Platform:Google Colab, Matlab
Other Technologies:Docker, Kubernetes, AWS

Achievements

- Competitive Programming Rating: Codechef: 2 star, 1537.
- Completed Cloud Engineering Track in 30 Days of Google Cloud Program 2021.
- Selected for Rural Innovators Meet 2021.