

# HIMANSHU GAUTAM

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## EDUCATION

**Vellore Institute of Technology, Bhopal** | Expected May 2028

Bachelor of Technology in Computer Science | CGPA: 8.2/10.0 | Minors in Gaming Technology.

## SKILLS

- **Languages & Frameworks:** Java, C++, Python, JavaScript, React.js, Next.js, Node.js, Express.js.
- **Web Technologies:** HTML, CSS, Tailwind CSS, REST APIs, UI/UX responsive design.
- **Databases:** MySQL, PostgreSQL, MongoDB, Firebase.
- **Core CS:** Data Structures & Algorithms, OOP, OS, DBMS, CN.
- **Cloud & DevOps:** Docker, CI/CD, Git/GitHub, Linux.

## PROJECTS

### **InsightDoc: Smart Document Assistant |**

Aug 2025 – Oct 2025 | Next.js, Tailwind CSS, Google Generative AI API, Clerk Authentication, Convex, PDF.js.

- Engineered a full-stack web application enabling users to upload PDF documents and ask context-aware, AI-driven questions for intelligent document interaction.
- Integrated Google Generative AI API to deliver precise, contextually relevant answers from uploaded PDFs, simulating a smart virtual assistant experience.
- Implemented Clerk authentication for secure login/signup and leveraged Convex backend to ensure real-time state synchronization across users and sessions.

### **VisionEdge : AI-Powered Business Insight Dashboard |**

June 2025 - July 2025 | Python, OpenCV, Flask, Scikit-learn, Pandas, NumPy, Matplotlib, MySQL/MongoDB.

- Built a full-stack analytics dashboard capable of forecasting sales trends and predicting customer churn to support data-driven strategic decision-making.
- Implemented HSV-based color detection using Python and OpenCV to reliably track visual input, achieving consistent performance even under fluctuating lighting conditions.
- Designed and trained machine learning models to classify high-risk customers, calculate churn probability, and estimate product demand enabling more effective customer segmentation and inventory planning.

### **Geo-India : Geospatial Guessing Game |**

Dec 2024 – Jan 2025 | Firebase, Google Maps SDK, React.js, JavaScript, HTML/CSS, GeoJSON .

- Created an interactive geospatial guessing game for the Space India Hackathon, designed to make location-based learning engaging and intuitive.
- Developed the backend using Firebase to support scalable data storage, real-time updates, and smooth user account management.
- Integrated Google Maps SDK to enable dynamic map interactions, improving navigation and overall gameplay experience through an intuitive interface.

## CERTIFICATIONS

| [Oracle AI Vector certificate](#) | [Oracle Cloud Infrastructure](#) | [Coursera Gaming Course](#)