## **HEMANT KUMAR MISHRA**

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### **PERSONAL DETAILS**

DOB : Oct 19, 1995

Gender : Male

Language : English & Hindi

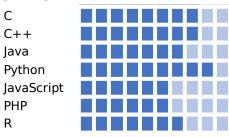
Nationality: Indian

# **ABOUT ME**

I am a self-motivator, receptive and a hybrid of adaptable & smart worker.

# **SKILLS**

## **TECHNICAL**



### CERTIFICATION

Data Science for	NPTEL	81%
Engineers		

Programming, Data NPTEL 87% Structures and Algorithms in Python

### **FRAMEWORKS**

Django, Flask, Bootstrap, Pandas, NumPy, Matplotlib, SK-Learn

# **EDUCATION**

INSTITUTE	DISCIPLINE	YOP	SCORE
HMR Institute of Technology and Management, New Delhi	B. Tech CSE	2019	80%
Rajkiya Pratibha Vikas Vidyalaya, New Delhi	Class XII (CBSE)	2014	84%
S.H.K. Sarvodaya Bal Vidyalaya, New Delhi	Class X (CBSE)	2012	8.8 CGPA

# **INTERNSHIPS & TRAINING**

#### **MACHINE LEARNING USING PYTHON**

Kodding Infotech Services, Delhi

June – July 2017

### **WEB DEVELOPMENT INTERNSHIP**

IGreenik Private Limited, Noida

June - July 2018

## **WORKS & PROJECTS**

#### ANIME RECOMMENDATION SYSTEM:

Implement a web application using Flask based on the concept of Collaborative Filtering which complies preference from several users to predict a given user's interest.

(https://github.com/Hmnt39/Recommender-System)

(2017)

### YOUTUBE PLAYLIST DOWNLOADER:

Console Based Application to download playlist from Youtube in one go. (<a href="https://github.com/Hmnt39/Downloader">https://github.com/Hmnt39/Downloader</a>) (2017)

### **WEB DEVELOPMENT:**

Working on Django Framework to create a website related to social networking and to deploy on server with Nginx, Gunicorn configuration. (2018)

## **DATA MINING AND SENTIMENT ANALYSIS OF PITCHFORK:**

Sentiment analysis of Pitchfork reviews using different algorithm and comparing their performance. Mining the important features from the dataset and represent graphically using Flask Framework. (https://github.com/Hmnt39/Pitchork reviews analysis) (2018)

#### **SNAKE AUTOMATION USING AI:**

This project simulates a snake game using different artificial intelligence approach like domain specific (BFS, Hamiltonian algorithm) and General Purpose (Neural network) algorithm. Further this project compares these two approaches for better game play.( https://github.com/Hmnt39/Snake-Automation-Using-Al ) (2019)