

KAIVAN SHAH

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professional summary

A Machine learning Enthusiast Who chose Computer Engineering in 2016 from the dataset of activities provided from 2010-2016 !!!

skills

Frontend Development (HTML, CSS, Bootstrap)
Backend Development
(Node.js, express, MongoDB, php, mysql)
Android Development (Java)

Machine Learning (python)
IOT (Arduino)
Natural Language Processing
Computer Vision
Data Structure and Algorithms

work history

Web Developer Intern

footprint

Learned the working of the company and also contributed in the Mini Project.

Mar 2018 - Apr 2018

Ahmedabad, Gujarat

Student Ambassador

Internshala

Helped in spreading the awareness of 'Internshala - An online internship platform' to the students.

Mar 2018 - Current

Ahmedabad, Gujarat

education

B.Tech: Computer Engineering

Charotar University of Science and Technology (CHARUSAT)
CGPA : 8.10 / 10.0

2020

Changa, GJ

High School: Engineering, Science

M K Secondary & M K Higher Secondary Schools

2016

Ahmedabad, GJ

certifications

Technical : -

1) NPTEL Certified : Programming with C++ with ELITE Grade.

2) NPTEL Certified : Data Structure and Algorithm using Python with ELITE Grade.

Sports : -

1) Trophies, medals and numerous certificates in the field of lawn Tennis at National as well as State level

additional information

Hackathons : -

1) We secured 3rd place in a Hackathon organised by Digital Ocean in Ahmedabad.(2018)

2) Featured in one of the top 10 teams in Hackinfinity a National Level Hackathon organised at DAIICT. (2017)

accomplishments

PROJECTS : -

1) Machine Learning : -

1) Decision Tree Regression : - A model created using python to predict whether the employee of previous company was telling the truth or was lying from the dataset of position and salary given.

2) Random Forest Classification : - A Classifier model created to classify a group of customers who will buy the product after seeing the advertisement.

3) K-Means Clustering : - A clustering model to identify a group of customers who will buy the product based on their salary and spending score of the Supermarket.

4) Associative Rule Learning (Apriori) : - A model created to for the profit of the supermarket owner i.e. this model will give us details that a person has bought X then he also bought Y, this way it will be helpful for the owner to arrange the items.

2) Deep Learning : -

1) Chatbot : - A chatbot that trains from the famous Cornell Movie Dialogues dataset. It is created using Seq2Seq model and the concepts of natural language processing and Neural Networks i.e. RNN.

2) Convolutional Neural Network : - A model created to distinguish between the dog and cat classes.

3) Web Development : -

1) Camping Website : - A fully functional camping website where the user can post the camps with their details and price. Also features like comments, user authentication and authorization are also supported.

2) A Color Game : - A Game created to guess the colour from the RGB Code given.

4) Internet of Things : -

1) Home security Alarm : - A safety device created to sense the motion of the hand and as soon as it detects the motion a buzzer is set on and also we get a message/call saying 'someone tried to access the vault'