

KARAN NANDANIYA

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Education

Dwarkadas J. Sanghvi College of Engineering B.Tech in Information Technology	Feb 2021 – present CGPA - 9.4/10
Shri Bhagubhai Mafatlal Polytechnic Diploma in Information Technology	Aug 2017 – Sep 2020 96.73%
Sardar Vallabhbhai Patel Vividhlakshi Vidyalaya Maharashtra State Board (SSC)	Jul 2008 – Jun 2017 94.4%

Professional Experience

Centre for Development and Advanced Computing (CDAC), <i>Web Developer</i>	Jun 2021 – Sep 2021 Mumbai, Maharashtra
<ul style="list-style-type: none">Designed and developed a virtual simulator for class 9th Chemistry experiment aligned to CBSE curriculum with interactive animations and intuitive UI.Orchestrated web pages using ReactJS and MaterialUI to provide experiment details and procedure, components visualization and added an evaluation system.	

Projects

Multilingual Educational System Aid, ReactJS, Django, NLP 🌐	Sep 2021 – Jun 2022
<ul style="list-style-type: none">A tool for Vernacular medium students to help them improve their English language competency and increase contextual understanding by leveraging the concepts of AI/ML.Students can opt for chapter of any field, and the system will help with Vocabulary Development, Summarizing and Translating the chapter, improving grammatical understanding consequently evaluating the performance of the user.	
Virtual Labs, ReactJS, Material UI, CSS 🌐	Jun 2021 – Sep 2021
<ul style="list-style-type: none">Contributed to the Centre for Development of Advanced Computing, India (CDAC) by developing a virtual simulator for CBSE's 9th standard Chemistry experiment.Incorporated interactive animations, evaluation system used by over 5000 students every year.	
Machine Learning Projects, Python, Pandas, Numpy, Matplotlib	Sep 2021 – Nov 2021
<ul style="list-style-type: none">Pre-processed and cleaned the CARS24 dataset from Kaggle and estimated the prices of used cars using Random Forest and Linear Regression techniques.Performed Exploratory Data Analysis (EDA) and house price prediction using Regression techniques on the Ames Iowa Housing dataset.Chess Engine implementation using Alpha-Beta Pruning algorithm, utilizing chess.js library for move generations and chessboard.js library for visualizing the board.	
ROSHNI APP, Android 🌐	Dec 2019 – Jun 2020
<ul style="list-style-type: none">Developed an Android application for the visually impaired and blind people in collaboration with NAB(National Association for Blind) to help them detect objects, colors, read out pdf files and text with live OCR, and also incorporated emergency assistance.	

Technical Skills

Languages: C, C++, Java, Python, Javascript, R
Technologies/Frameworks: ReactJS, Django, Material-UI, HTML/CSS, PHP
Tools and Databases: MySQL, Git, GitHub, Postman, VS Code, Tableau, SAS, Jupyter Notebook, MS Excel, Linux

Achievements / Extracurricular

- Conducted sessions on Machine Learning and OOPS concepts in Python for Juniors - DJInit.ai
- Junior Mentor at DJInit.ai club, promoting and encouraging the culture of AI/ML in college.
- Winner of internal Smart India Hackathon(SIH) 2022.