CURRICULUM VITAE

### NAME : Ayan GUPTA

D.O.B. : 14th JUNE 2005

GITHUB :https://github.com/KIllERAI

EDUCATIONAL QUALIFICATION

* 10 From shiv Nadar school noida
* 12th from ahlcon public school

#### DETAILS IN CHRONOLOGICAL ORDER

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| S.NO | YEAR | QUALIFICATION | BOARD/UNIVERSITY | % MARKS |
| 1 | 2021 | 10th class | C.B.S.E | 91.2 |
| 2 | 2023 | 12th class | C.B.S.E | 86.4 |
| 3 | Ongoing | B.Tech in IT | DTU (formerly DCE) | 7.1 |

# PROFESSIONAL QUALIFICATION

* Currently perusing b tech from dtu(formerly Delhi college of engineering)

INTERNSHIP

* Meditech enterprises : Interned as a data analyst performed data wrangling to improve decision making.

## Responsibilities Handled

Participated in Pratibimb the dramatics society and went to mood indigo to win third place.

ORGANISED A SCIENCE FEST in my school which was attended by various cern scientists .

Started a technical society in DTU namely SITE which organises DSA hackathons.

## Skillset

* Programming languages : C,c++,jAVAscript,python(Pandas, numpy, matplotlib, seaborn, scikitlearn,TEnsorflow )
* Technologies and frameworks: node js, express js , html, css, git , vscode, react(familiar), Arduino.
* Technical skills and course work: object oriented programming, data structure

### VARIOUS ACHIEVEMENTS & HIGHLIGHTS

* Zio : cleared the zonal informatics olympiad cleared in class 9th which is given by students of classes 9-12
* Arssdc: went till continental level of the nasa program irssdc
* Won various math events at school level
* Secured all india rank 14810 in jee mains
* Cleared the first round of the prestigious smart India hackathon

### Projects

1. PET BREED IDENTIFICATION:I developed a deep learning-based **Pet Breed Identification System** designed to accurately classify and identify various pet breeds. This project combines advanced computer vision techniques and neural networks to solve a real-world problem for pet enthusiasts, veterinarians, and animal welfare organisations.

2) BIT-LIFE SIMULATOR (CLONE): I participated in SIH 2024 and we cleared the first round, in that hackathon I developed a turn based card game which offers the user a plethora of choices and every decision has a different outcome.

EXTRACURRICULAR ACTIVITIES

1. PARTICIPATED IN THE SCHOOL TENNIS AND CRICKET TEAM