Khushi Nirmal

Software Developer

A self-motivated and quick learner with a strong work ethic and a commitment to excellence. I seek challenging opportunities where I can fully use my skills for the success of the organisation.

khushinirmal058@gmail.com

Bhopal Madhya Pradesh

github.com/KhushiNirmal

+91 9179172531

in linkedin.com/in/khushi-nirmal-6a42b1249

EDUCATION

Computer Science & Engineering (B.Tech)

NRI Institute of Information Science and Technology

06/2020 - Present 8.35 CGPA

HSC (XII)

Kendriya Vidyalaya No.3 Bhopal M.P

06/2019 - 06/2020 70.40%

SSC(X)

Kendriya Vidyalaya No.3 Bhopal M.P

06/2017 - 06/2018 88.00%

WORK EXPERIENCE

Machine learning Intern EDevlop

02/2023 - 04/2023

Achievements/Tasks

- Worked on various machine learning models and projects.
- Explore different types of trolls related to machine learning.
- Acquired a strong understanding of Python programming language, including its object-oriented nature.
- Implemented a house loan predictor using Machine Learning algorithms, allowing the system to analyze and predict house prices based on provided datasets.

Web Development Intern

LetsGrowMore

09/2022 - 12/2022

Achievements/Tasks

- Worked on various task related to frontend.
- Created FaceBook frontend clone and explored concepts of HTML, CSS.
- Participated in brainstorming sessions to contribute ideas for website design and layout.

SKILLS



PERSONAL PROJECTS

Mini Alexa using Python (Virtual Assistant)

- Created Mini Alexa using Python for college information assist and also let you use voice commands to control your device for various features.
- It has features like college faculty information and timetable information of that faculty and many more.
- Also let you guide about college i.e what courses colleges offers and where the classes are held specific to the course and year.

Guessing Number Game using Python

- By this Project I have learn various Python concepts like lists, tuple, dict, loops and various python packages and many more.
- Python will guess one game in a range of 1 to 50 numbers.
- Take users input in UserNum and if UserNum is near +-10 digits to the actual number give 10 points.
- if UserNum is near +-5 digits to the actual number give 5 points else if UserNum is exactly the same give 50 points.
- It will show the output and score.

CERTIFICATES

Software Engineering Virtual Experience (JPMorgan Chase & Co.) (10/2022)

https://tinyurl.com/2r5yyp4f

Python Certificate (HackerRank) (12/2022)

https://www.hackerrank.com/certificates/iframe/e6c68629eebe

Machine Learning Algorithms (03/2022)

https://tinyurl.com/57wffaww

LANGUAGES

English Full Professional Proficiency Hindi

Full Professional Proficiency

Sanskrit Full Professional Proficiency