KUNJ GUPTA

Backend Web Developer Third Year Undergraduate Computer Science and Engineering

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EXPERIENCE

Syntalix | Co-Founder and Backend Lead

Mar 2023 - Present

AI Startup and Consultancy

[Website]

- Developed an API for Optical Character Recognition (OCR) improving data extraction accuracy by 20%.
- Built a web scraper to automate extraction of 500+ financial news daily, saving 15+ hours of manual work weekly.
- Developed a real-time video processing app to identify card decks during gameplay, able to process 30 fps.
- Led a team of 2 and executed Google Ads campaign for a client, thereby increasing ROI by 35% over several months.
- Integrated OpenAI and Microsoft's Taskweaver into a React-based application, streamlining complex workflows.
- Designed and implemented key backend features for an e-commerce platform using NodeJS, ExpressJs, MongoDB.

IEM IEDC | Junior Researcher

Dec 2022 - Sept 2023

Research and Development lab of IEM, Kolkata

[Website]

- Implemented a Machine Learning (ML) model using **Convolutional Neural Networks** (CNN) to automate detection of **deforestation**, **poaching**, **forest fire** and **monitor animals** using drone camera Aerial Forest Ranger.
- Reduced **operational costs** by up to 15% and **manual intervention** by 80% compared to traditional surveillance methods by reducing the reliance on fixed cameras that deteriorate over time.
- Filed a **patent** and won **3**+ project exhibitions.
- Learnt microcontroller coding and basics of drone building.
- Languages and Libraries: Python, TensorFlow, OpenCV, Keras, PIL, Pandas, Arduino, Esp32.

EDUCATION

B.Tech - Computer Science and Engineering (Artificial Intelligence) Institute of Engineering and Management, SaltLake, Kolkata, India	2022-26(exp.) CGPA: 9.30
AISSCE - PCM with Computer Science (Standard 12) Delhi Public School, Ruby Park, Kolkata, India	2019-21 93.2%
ICSE - Science with Computer Applications (Standard 10) Welland Gouldsmith School, Patuli, Kolkata, India	2019 96.2%

PROJECTS

KawniX Flow

Website | Github | Aug 2024

- Developed an interactive flowchart creation tool for visualizing code structures, featuring drag-and-drop functionality for real-time node placement, reducing diagram creation time by 42%.
- Integrated OpenAI for generating code snippets from user prompts & uploaded files, reducing coding time by 30%.
- Combined code snippets are shown in a preview area, allowing users to review and download in their preferred file format, supporting 8 different programming language formats.
- Optimized performance to handle complex flowcharts up to 100 nodes while maintaining sub-second response times.
- Languages and Libraries: React, JavaScript, OpenAI API, React Flow, React DnD, Tailwind CSS, Lucide React.

VidStream Github | Mar 2024

- Built a YouTube clone backend, implementing user authentication, video management, and comment functionality.
- Ensured secure user data handling with bcryptjs & JSON Web Tokens for authentication with latency under 100ms.
- Languages and Libraries: JavaScript, BcryptJs, Cookie-Parser, Express, JsonWebToken, Mongoose, Nodemon.

PiGuard Github | Feb 2024

- Developed a Raspberry Pi-based facial recognition door lock system integrating deep learning for secure access.
- Real-time communication via SMS alerts(owner) and OTP verification for unrecognized faces sent within 2 seconds.
- \bullet Reduced false positives by 85% by optimizing the deep learning algorithm.
- Languages and Libraries: Debian-based Bookworm OS, Python, DeepFace, OpenCV, Twilio, Miniforge Anaconda.

The Continental Github | Oct 2020

- Developed a tkinter application which simulates a real life Bank Management System as a school project.
- Implemented features such as Human Verification (using Captcha), Email Verification and Database Management.
- Languages and Libraries: Python, MySQL, yagmail, PIL, tkinter.

PATENTS AND PUBLICATIONS

J=Journal, P=Patent

- [P.1] Kunj Gupta, et al. (2023). Aerial Forest Ranger. Indian Patent Office, Patent No. 202331066476. Status: RQ Filed, awaiting publication.
- [J.1] Kunj Gupta, et al. (2023). Poseidon: Surface Water Garbage Collector. International Journal of Innovative Research in Physics, Vol. 4, Issue 2, pp. 27-31. DOI: 10.15864/ijiip.4205

ACHIEVEMENTS

- YUKTI Innovation Challenge 2023 Finalist. Ranked among the Top 100 startup ideas in India.
- Global rank 389 in the Codechef Starters 153, 2024
- Winner of multiple coding contests and exhibitions of Tech-fests SMF'23, CodeBreak Odyssey'23, Elevate'24
- Qualified PRMO 2019 Maths Olympiad Organized by HBCSE and MTA

SKILLS

Languages: C/C++, Python, Java, JavaScript, Typescript, HTML, CSS

Frameworks: NodeJS, ExpressJS, NestJS, Flask, REST APIs, Agile development methodology

Databases: MongoDB, MySQL, PostgreSQL

Cloud Services: Google Cloud Platform (GCP), Firebase, Render, Twilio, Mailgun

Libraries & Tools: Git/Github, JsonWebToken, BcryptJs, Cookie-Parser, OpenCV, Pandas, Keras, NumPy

Operating Systems: Microsoft Windows, Linux - Ubuntu, Bookworm (Debian)

Relevent Coursework: Data Structures & Algorithms, Operating Systems, Object Oriented Programming, Database Management System, Computer Organization & Architecture, Artificial Intelligence & Machine Learning, MATLAB

Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability, Communication

EXTRACURRICULAR

- Attended a month long hands-on workshop on Cloud Computing and Generative AI by Google.
- Participated in various coding competitions conducted by **IIT Kharagpur** and **TCS**.
- Gained early proficiency in mental arithmetic through abacus training.
- Enthusiastic about sports and won various accolades in Table Tennis (District-level), Basketball and Swimming.