# RAJVANSH MANAV

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| https://manavraj-0.github.io/Portfolio |

## SUMMARY

I am an AI/ML enthusiast with hands-on experience in chatbots development, GUI design, and internship at Edunet Foundation. Seeking to do internships while developing my skills on innovative projects to learn new technologies.

## EXPERIENCE

**Edunet Foundation**

AI/Cloud Internship                                                    July 2024 – Aug 2024

I completed my AI and Cloud internship at Edunet Foundation with a proper foundation in artificial intelligence principles, machine learning, and cloud computing technologies through a comprehensive training program by IBM.

## EDUCATION

**12th Grade**

Earth English School | Zundal, Ahmedabad                                    March 2022

**IMsc (IT)**

Silver Oak University | Gota, Ahmedabad                              July 2022 - Present

## TECHNICAL SKILLS

- **Programming Languages:** Python, C/C++, JavaScript, PHP
- **AI/ML:** Basic Machine Learning, Supervised and unsupervised learning.
- **Cloud Technologies:** Knowledge about concepts of cloud computing, like cloud deployment and services.
- **Tools and Frameworks:** IBM AI/ML tools, Jupyter Notebook, Pandas, NumPy, Matplotlib.
- **Development Skills:** Chatbot development, GUI designing for applications such as in python-based interfaces.
- **Other Skills:** Web Development, Data Analysis, Problem-Solving, Team Work.

## PROJECTS

- **Laptop Recommendation Chatbot:** *AI/ML Project | IBM Cloud Platform*
  - Developed a conversational chatbot to recommend laptops based on user input such as budget, usage category (e.g., gaming, school, content creation), and personal preferences.
  - Applied AI/ML concepts learned during internship to design decision logic and user flow.
  - Hosted and deployed the chatbot using IBM Cloud services, ensuring availability and scalability.

- **A Rolling Getaway:** *Solo Game Project | Godot Engine (GDScript)*
  - Designed and built a dynamic 2D platformer where players control a rolling planet navigating an upward-moving world.
  - Implemented game mechanics including obstacle evasion (spikes, enemies), coin collection, skin customization, and level progression.
  - Programmed physics-based movement and responsive controls using GDScript in Godot 4.3.
  - Developed engaging level designs and player feedback systems to enhance replayability.