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# SUMMARY

# ● Proven ability to develop efficient algorithms and predictive models. Extensive knowledge and practical experience in machine learning and cybersecurity

# ● Seeking a challenging position in a dynamic organization to utilize my technical skills and contribute to its success.

# EXPERIENCE/TRAINING

# • Industrial Training in Machine Learning Upflairs Pvt. Ltd., Jaipur (45 days - from July 2023 to September 2023)

• **Industrial Training in DevOps**  
Upflairs Pvt. Ltd., Jaipur (24 days – from July 2022 to August 2022)

# SKILLS

● **Programming Languages** - Python, C++, C

● **Networking -** Switch, Router, Bridge, IPV4, IPV6, etc (CCNA)

● **Cyber Security** **-** Basic concepts

● **Machine Learning** **-** Experience with machine learning algorithms, libraries and projects

● **Soft Skills** **-** Teamwork, and problem-solving abilities

● **Core Subjects -** Machine Learning, Computer Network, DBMS

# PROJECTS

**Real Estate Price Prediction**

 Developed a Real Estate Price Prediction model for Bangalore city using machine learning techniques.

 Performed data cleaning and preprocessing using Pandas, handling missing values and outliers.

 Engineered new features, such as price per square foot, to enhance model performance.

 Removed outliers using both business logic and statistical methods.

 Implemented and trained a Linear Regression model for property price prediction.

 Visualized data and model results using Matplotlib for better insights.

**Snake, Water and Gun Game**

 Developed an interactive 'Rock, Paper, Scissors' variant using C language.

 Focused on random number generation, user interface, and input validation.

 Implemented game logic with rules: Snake drinks Water, Water douses Gun, and Gun shoots Snake.

 Created a command-line interface for player input and feedback.

 Implemented a scoring system to track wins, losses, and ties.

**Flappy Bird**

 Developed a Flappy Bird game using Python and Pygame.

 Designed and implemented game mechanics including bird movement, gravity, and jumping.

 Created dynamic obstacle generation with random pipe heights and gaps.

 Implemented collision detection for bird and pipe interactions as well as screen boundaries.

 Managed game state with start, running, and game over conditions.

 Utilized Pygame to handle graphics rendering, user input, and game loop logic.

 Created scoring systems to track player performance

**Caesar Cipher Algorithm**

 Developed a Caesar Cipher program using Python for encryption and decryption of messages.

 Implemented functions to encrypt and decrypt messages based on a shift value provided by the user.

 Validated user input to ensure the shift value is an integer.

 Created a menu-driven interface allowing users to choose between encryption, decryption, and exiting the

program.

 Handled both uppercase and lowercase letters in the encryption and decryption process.

 Retained non-alphabetic characters in their original form during encryption and decryption.

# EDUCATION

**Bachelor of Technology (Computer Science & Engineering)- JECRC Foundation, Jaipur**

2022 - 2025(Expected)

**Diploma - RPGPC, Dausa**

2020 - 2022

**High School - Board of Secondary Education Rajasthan** 2019 – 2020

# SOCIAL

* **LinkedIn -** [**https://www.linkedin.com/in/manish-yadav-30583728a/**](https://www.linkedin.com/in/manish-yadav-30583728a/)
* **GitHub -** [**https://github.com/ManishYadavRao/ManishYadavRao**](https://github.com/ManishYadavRao/ManishYadavRao)

# LANGUAGES

**English, Hindi**