Sushant Kumar

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My Education

National Institute of Technology, Kurukshetra

Oct 2022-Present

Bachelor of Technology in Electronics and Communications.

Coursework: Computer Architecture, Artificial Intelligence and Machine Learning, Data Structures, Signal System and Random Variables, Information Theory & Coding, Digital Communication.

• Mukularanyam English School, Varanasi

July 2018 - May 2020

Intermediate with Physics, Chemistry & Mathematics

Central Academy, Prayagraj

June 2016 - April 2018

Matriculation

Work Experience

AI&ML Research Intern, Woosong University – Daejeong, South Korea

May 2024 - July 2024

- Researched on enhancing the performance and efficiency of optical communication through Machine Learning.
- Prepared reports based on error detection systems, equalizers along with alogorithm related to these and workings respectively.

Subject Matter Expert, LearnAsYouGo – Tamil Nadu,India

Oct 2023 – Dec 2023

- Mentored and tutored JEE/NEET aspirants.
- Tackled problems of Maths, Physics & chemistry of the students upto JEE level.

Campus Ambassador, International Model United Nation – Delhi, India

June 2024 - July 2024

- Discussed and debated on the ongoing global issues and their solution.
- ran an awareness campaign to aware people on problems and made them understand its consequences.

Projects

AI-ChatBot June 2024- July 2024

Ssk-Chatbot

- Created an AI-ChatBot named Ssk which interacts with users and answer their query.
- Tools Used: Botpress, OpenAI, AI prompts, LLM

My Own Website May 2024-July 2024

- Developed my own personal user interactive website having both frontend and backend and contain all information about myself.
- Tools Used: HTML,CSS,JavaScript,Balsamiq,reactjs,bootstrap,nodejs,MySQL

Birds Clash Game May 2024-July 2024

- Developed an user friendly and interactive 2-D game allowing users to change their sprites and have different levels.
- Tools Used: C#,Unity Gaming Engine,GIMP,OpenGameArt

Ball Jumper Game

June 2024-July 2024

- Developed a hypercasual user interactive 3-D game.
- Tools Used: C#,Unity Gaming Engine,GIMP,OpenGameArt

Technical Skills

- Languages: Java, Python, C/C++, HTML/CSS,PHP,C#,JavaScript,MySQL
- Frameworks: Django, Expressjs, Reactjs, Nodejs, MongoDB, jquery, OpenCV, Flask, Bootstrap, restAPI
- Library&Tools: TensorFlow, PyCharm, PyTorch, openAI, SpeechRecognition, Panda, mathplotlib, Pygame, VS code, Unity Gaming Engine, GIMP, Balsamiq, Botpress, Postman, GitBash, Google Cloud Platforms, MATLAB, Auto-CAD

Achievements

- Got an offer letter from **Sashakt Bharat Abhiyan** scheme under Govt. of India as an **SDE** role with stipend of 55k/month.
- Qualified Pre-regional Mathematics Olympiad 2020
- Qualified **National Anveshika Experimental Skill Test 2020** and got certified by Prof.H.C.Verma Sir and IIT-Kanpur.
- Secured All India Rank-724 and Uttar Pradesh state rank-103 in National Science Talent Search Examination 2020.
- Secured second position in North Eastern Railway Division welfare essay and drawing competition.