NARIND VERMA

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UPES Dehradun (B.Tech CSE)	CGPA: 9.42/10	Graduation year: 2023-2027
Kendriya Vidyalaya No.3 Jaipur Class 12th	Percentage: 90%(PCM)	Graduation year: 2021-2022
Kendriya Vidyalaya No.3 Jaipur Class 10th	Percentage: 94.2%	Graduation year: 2019-2020

Internship

Nirman Sanstha | Summer Intern **{JUNE 2024-JULY 2024}**

(Empowering rural India, by focusing on community-driven development & educational upliftment initiatives)

- Facilitated workshops for senior secondary students to explore diverse academic disciplines & career opportunities
- Organized mentorship sessions with professionals to provide real-world insights into various career fields
- Achieved improved clarity among students about their academic & career pathways, leading to more purposeful educational choice.

Projects

Movie Recommender System **{AUG 2024- SEPT 2024}**

Created a personalized movie recommender system employing hybrid filtering & semantic analysis techniques to suggest relevant films based on user preferences & viewing history.

- Engineered a model in Python utilizing **cosine similarity** for tailored suggestions (dataset – **5000+movies**)
- Optimized the model by improving user interaction analysis via **hybrid recommendation systems**
- Applied **dimensionality reduction** techniques to streamline & clean data for improved model efficiency

Technologies Used: Python, Matplotlib, Pandas, SciKit learn

Crop Prediction Model **{JUNE 2024 – JULY 2024}**

Facilitated data visualization that provided valuable insights that increased agricultural decision-making & enhanced crop management.

- Leveraged Pandas for data preprocessing to improve accuracy & ensure datasets were primed for analysis.
- Created **choropleth maps** using **matplotlib** & **seaborne** to identify areas suitable for multiple crops production
- Designed model was able to achieve **91%** efficiency in predicting crop management across various seasons

Technologies Used: Python, Pandas, Matplotlib, GeoPandas, Seaborne

Flappy Bird **{FEB 2024 – MAY 2024}**

Developed an engaging Flappy Bird game with smooth mechanics, dynamic obstacle challenges, & a real-time high-score leaderboard for enhanced player interaction.

- Developed a 2D game using **Python** & **Pygame**, enhanced engagement & replayability by creating a fluid user flow
- Designed gravity-based mechanics & user input for smooth gameplay, with progressively challenging pipe sequences
- Implemented leaderboard system to track high scores, visualized top performances with **matplotlib** using bar graph

Technologies Used: Python, Pygame, Matplotlib, OOPS

SKILLS

Programming languages: C, Python
ML/AI: Data Visualization, Algorithms
Miscellaneous: MySQL
Web Technologies: HTML, CSS
Soft Skills: Communication, Leadership & teamwork

Accomplishments & Recognitions

- **NTSE Scholar: NTSE (National Talent Search Exam), conducted by Government of India at Secondary Level selected among top 1% from 1,00,000 students.**
- **Selected for inter school debate competition and won silver medal in it.**
- **House Captain and led the victory in many inter house competitions.**