

SUBHASISH NAYAK

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Education

NATIONAL INSTITUTE OF TECHNOLOGY ANDHRA PRADESH, (NIT AP), India <ul style="list-style-type: none">ELECTRICAL AND ELECTRONICS ENGINEERING CGPA: 8.87 (current)	2021 -2025
GOURI SHANKAR RESIDENTIAL E.M SCHOOL ,Odisha, India <ul style="list-style-type: none">AISSCE (Class XII), Aggregate: 95.6%	2018 -2020
GOURI SHANKAR RESIDENTIAL E.M SCHOOL ,Odisha, India <ul style="list-style-type: none">AISSE (Class X), Aggregate: 96.2%	2017-2018

Skills

Programming Languages: JAVA, Python , SQL, HTML ,CSS, JavaScript
Web Development: HTML, CSS , JavaScript , React.js , Express.js, Node.js
Database: MongoDB, MYSQL
Technologies: Machine Learning, Deep Learning, Reinforcement Learning, MySQL, MATLAB & SIMULINK,
Frameworks: TensorFlow, Keras, Scikit-Learn, PyTorch.
CS Fundamentals: Data Structures and Algorithms, Database Management System, Basics of Machine Learning, Object Oriented Programming(OOP)
Others: GitHub, BOOTSTRAP, NumPy, Pandas, Problem Solving, Marketing Management
Tools: VS Code Editor, Jupyter Notebook, PyCharm, IntelliJ-Idea

Work Experience

Industrial Training at NALCO CPPNALCO Captive Power Plant (NATIONAL ALUMINIUM CORPORATION). <ul style="list-style-type: none">Successfully completed industrial training at NALCO CPP.Acquired in-depth knowledge of power generation processes and transmission systems at a thermal power plant.Engaged in hands-on learning experiences, gaining practical insights into operational procedures and maintenance protocols.	2023/05-2023/06
DATA SCIENCE INTERN AT OASIS INFOBYTE. <ul style="list-style-type: none">Completed a comprehensive internship in the domain of data science at Oasis Infobyte.Applied theoretical knowledge of machine learning and statistical analysis to real-world projects.	2024/01-2024/02
Electric Vehicle – Techno-Commercial Analysis at Vardhan Consulting Engineers. <ul style="list-style-type: none">Completed a comprehensive internship in the domain of EVs at VCE.Tech-Commercial Analysis of Tata Nexon EV / MG ZS EV / Hyundai Kona Electric Car in India.	2024/03-2024/05

Projects

Project 1 Design and Implementation of an EDGE AVOIDING ROBOT Using ARDUINO UNO <ul style="list-style-type: none">An edge avoiding robot is a robot that runs on a surface like a table and can effectively detect when it reaches the edge cliff of the table. As it approaches the edge, it will change direction to avoid falling from the table. It will follow and walk only on the boundaries of the table.	2023/01-2023/04
Project 2 COVID 19 FACE MASK DETECTION USING MACHINE LEARNING. <ul style="list-style-type: none">The proposed model detects the face from the image correctly and then identifies if it has a mask on it or not. It can also detect a face along with a mask in motion. The method attains accuracy up to 95.77% and 94.58% respectively on two different datasets.GITHUB LINK: https://github.com/NayakSubhasish/FACE-MASK-DETECTION-USING-MACHINE-LEARNING	2024/01-2024/02
Project 3 SNAKE GAME USING JAVA DSA <ul style="list-style-type: none">Developed a classic Snake game using Java Swing to demonstrate proficiency in GUI programming, event handling, and basic game development.Abasic implementation of the Snake game with functionalities for moving the snake, growing when eating food, and ending the game upon collisions.The game uses a JPanel for the game board, a Timer for periodic updates, and ActionListener for handling keyboard input.GITHUB LINK: https://github.com/NayakSubhasish/Snake-Game-Java-DSA-	2024/02- 2024/02
Project 4 NEWS WEBSITE PROJECT. <ul style="list-style-type: none">Creating a News Website using only HTML, CSS, and JavaScript is an excellent project for web development enthusiastsThis project provides practical experience in working with APIs, handling DOM manipulation, and creating a responsive layout.https://github.com/NayakSubhasish/ZEUS-NEWS/tree/main	2024/05-2024/06
Project 5 Tic -Tac- Toe using JAVA DSA <ul style="list-style-type: none">Developed a text-based Tic Tac Toe game in Java.Implemented game logic for a 3x3 grid. Players take turns marking spaces as 'X' or 'O'. Win conditions checked for rows, columns, and diagonals. Handles player input and validates moves.Game ends in a win for a player or a draw if the board is full.Technologies: Java, console-based interface. Skills: Game development, Java programming, algorithm implementation, user input handling, logic design.https://github.com/NayakSubhasish/TIC-TAC-TOE/blob/main/tic%20tac%20toe.iml	2024/06- 2024/06

Certificates

- Java (Basic) from HackerRank.
- Python (BASIC) HackerRank
- Problem Solving (Basic) HackerRank
- Marketing Management(IIT Kanpur) NPTEL
- SQL (BASIC) from HackerRank

Positions of Responsibility and Achievements

Brindavanam (HORTICULTURE AND NATURE) Club JOINT SECRETARY.	2023/08- 2023/12
Silver Medal in Power Lifting (NIT AP INTRAMURALS)	6/04/2024
Solved 300+ problems on LeetCode.	