NITEESH J M

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Languages: English, Hindi, Kannada
Date of birth: 27/10/2003

Objective

Computer Science student with high problem-solving skills and a keen interest in learning new technologies. Known for attention to in-depth details and a perfectionist mindset which ensures high-quality work. Team player committed to achieving excellence in a collaborative environment.

Education

2021-present	**JSS Science and Technology University** **Computer Science and Engineering** **(6th semester as on April' 24)** Current CGPA (after 6 semesters): 8.76
2019-2021	**Atomic Energy Central School** **Mysuru 571130 (1St and 2nd PU)** 2nd CBSE board Percentage: 90
2014-2019	**Atomic Energy Central School,** **Mysuru 571130 (1st – 10th)** 10th CBSE board Percentage: 92.8

Experience

- Data Analyst Intern in ChangePay: (June 2022- December 2022)
- Event Coordinator Lead in Google Developers Student Club

Project

Black and white image colorization:

The primary objective of this project was to develop a model capable of colorizing grayscale images into RGB format using a state-of-the-art Generative Adversarial Network (GAN) architecture. The GAN framework comprises a generator network, tasked with producing colorized images from grayscale inputs, and a discriminator network trained to discern between authentic colored images and generated ones. Through adversarial training, the generator progressively enhances its ability to create realistic

colorizations, while the discriminator refines its capacity to distinguish between real and generated images. This methodology enables the model to capture intricate color details and generate high-fidelity colorized outputs from grayscale inputs. GAN was selected over conventional Convolutional Neural Networks (CNNs) due to its suitability for generative tasks inherent in the problem domain

AI Sign Language:
This project was built on Python with the help of OpenCV. Mediapipe was used to extract the keypoints of hands and face for a specified duration of time. Model was created based on the sequence of keypoints carried out in order to communicate an action. TensorFlow was used for building the model. LSTM model was used to train the model since the action required sequence of actions rather than a single image.

Library Management System:
A simple library management system built using python ,tkinter ,MySQL connector. The main moto of the application was proper management of vast number of books with ease and also to print per student fine report and book quality check report. Application was built with reference to JSS STU library.

TODO web app:
Developed user-focused, web-based task management application for multiple users. Consisted of user functionalities like add task, delete task, modify task, sign in, Account creation along with sorting of tasks based on priority and due date. Project was built using JavaScript, PostgreSQL, HTML, CSS

Skillset

Python, C language, Java, HTML, CSS, MySQL, PostgreSQL, PHP, Visual Studio Code, Eclipse, Django, Pillow, TensorFlow, NumPy, media pipe, OpenCV, tkinter

Additional Activities

I have always been a part of many extra-curricular activities in school as well as in college which helped build my personality and communication skills.

- I am event coordinator lead in Google Developer Student Club (GDSC)
- I have carried out city level event under my leadership such as Hactober Fest 2023
- I am a trained tabla musician
- I also have an interest in coding, movies, cooking, gaming, comics