PREET VIJAY MISHRA

Electronics & Communication Student
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Summary

I am a motivated and detail - oriented Electronics and Communication 2nd-year engineering student with a keen interest in Machine Learning, proficient in Python and C++. Passionate about exploring AI, data science, and algorithm development with hands-on experience in implementing ML models and data analysis. Strong problem-solving skills with a solid foundation in mathematics, programming, and software development. Eager to apply knowledge in real-world projects and internships to enhance expertise in ML and AI-driven solutions.

Education

MIT-WPU — Pune, Maharashtra
B.Tech IN Electronics & Communication (AI&ML) — 08/2023 - Present

Strengths

Analytical Thinker
Strong analytical skills with a knack for problem-solving.

Effective Communicator
Good communicator, able to articulate complex technical concepts clearly.

Motivated Learner
Highly motivated learner, always seeking new challenges and opportunities.

Certification

Python Programming — Certification in Python Programming

Introduction to Cybersecurity — Certification in Introduction to Cybersecurity

2048 Game — CSI - MITWPU IN 2024

Computer Vision Workshop — School of Computer Science and Engineering & MIT Tech Team (ROBOCON)

MATLAB Onramp Certificate

MATLAB Signal Processing Onramp Certificate

Interests

Coding Club Member
Active member of the university coding club, participates in hackathons.

Volunteered in College Events
- Collaborating with fellow volunteers and event coordinators to ensure effective communication and teamwork.

Machine Learning Enthusiast
Passionate and interested in the field of ML, often exploring their concepts, applications, and potential through learning, experimentation.

Skills

Technical Skill: Proficient in C++ & Python, Emdedded C, Pandas, Numpy, Java

Soft Skill: Teamwork, Effective Communication, Problem - Solver, Adaptibility

Projects

2048 Game

- The 2048 game built using Python and Pandas implements the classic sliding tile puzzle where players merge identical numbers by shifting tiles in four directions.
- The game grid is managed using a Pandas DataFrame, leveraging its powerful indexing and data manipulation features for efficient movement and merging of tiles.

Projects

Fully Hand Gesture - Controlled Car Using Arduino

- The Fully Hand Gesture-Controlled Car using Arduino Nano operates using an accelerometer-based gesture recognition system to control movement.
- The receiver module interprets these signals to control the car's motors, enabling forward, backward, left, and right movement.
- This project showcases real-time gesture-based control, making it an innovative application in robotics and human-machine interaction.

Face Detection Using ESP - 32 CAM

- Face Detection using ESP32-CAM utilizes the ESP32-CAM module to capture and process images for real-time face recognition.
- The captured video stream can be accessed via a web interface, making it useful for surveillance and smart security applications.