

PRAVEEN KUMAR SHARMA

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Computer Science Engineering
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Academic Qualification

Year	Degree	Institute	Performance
2021 (expected)	B. Tech. Computer Science Engineering (Pursuing)	Delhi Technological University, Delhi	6.83 CGPA (4 semesters)
2015	Intermediate (XII)	Govt Sarvodaya Sr Sec School, New Delhi	80.16 %
2013	Matriculation (X)	Ekta Model Sec School, New Delhi	9.4 CGPA

Internship

Teaching Assistant (Foundation) at

June 2019 – Present

Pepcoding.com is an attempt to bring in the great Indian coding renaissance.

- I worked there as a Teacher assistant for the course on Data structures and Algorithm.
- Helped students by clearing their doubts, tried improving their question solving ability by providing new and novel problems to them.

Academic Projects

Criminal Data Searching App: [<https://github.com/Praveen101997/Criminal-Record-Management-System>]

- **SKILLS INVOLVED:** JAVA Swing using NetBeans, MySQL DB & JavaCV(OpenCv).
- **OBJECTIVE:** It's a JAVA based desktop App to search any criminal record from database using any key like IMAGE, USERNAME, or other detail.

TA HELPER: [<https://github.com/Praveen101997/doubtsolverportal>]

- **SKILLS INVOLVED:** JNode.js, HTML5, javascript, Socket.io.
- **OBJECTIVE:** Build Real time chat app which, with this application students could be able to avail online support.

Chat Box: [<https://github.com/Praveen101997/Chat-Box>]

- **SKILLS INVOLVED:** Java, Android Studio, Firebase.
- **OBJECTIVE:** Build Whatsapp Like App which support individual chatting option and group invitation And it also support Friend Request Option With Login Using Email Id and Password.

Binary Search Implementation: [<https://github.com/Praveen101997/Binary-Search-Implementation>]

- **SKILLS INVOLVED:** JAVA Swing.
- **OBJECTIVE:** Implement Btree Searching algorithm in File system Searching & differentiate in term of performance.

Snake Xenzia: [<https://github.com/Praveen101997/Snake-Xenzia>]

- **SKILLS INVOLVED:** Python, Deep Learning, Data Structures Algorithms.
- **OBJECTIVE:** Build an Auto Playable Old Snake Xenzia Game using various Algorithms, Such as BFS, DFS, Hamiltonian, Monto Carlo, Deep Neural Networks And Others.

Super Angry Flappy Bird: [<https://github.com/Praveen101997/Flappy-Bird-AI>]

- **SKILLS INVOLVED:** Python, Deep Learning, Neural Network, Pygame, Tkinter, NEAT .
- **OBJECTIVE:** Build an AI Playable Flappy Bird Game Using Deep Learning in which we have to use pygame module to build flappy bird game and NEAT to train the neural Network

Technical Skill Sets

- **Languages** : C, C++, Java, Data Structure, Java SE, Java Swing, JavaFX, Android (Beginner).
- **Softwares** : MS Office, NetBeans IDE, VREP, Eclipse IDE, Android Studio, VSCode IDE.
- **DevOps Tools** : SVN, Git, GitHub Repository, Jenkins.
- **Platforms** : Windows (2k12, 2k16), Linux (Ubuntu, Kali).
- **Databases** : DBMS, MySQL.
- **ML Library** : Scikit-learn, Pandas, Matplotlib, Numpy, TensorFlow, Keras and others.

Extra-Curricular Activities & Achievements

- Participated in EYRC -2018 Competition Organized by IIT Bombay.
- Participated in CodeChef Snackdown 2019 Online 1A Round.

Declaration

I hereby declare that the above-mentioned statements are true to best of my knowledge.

Date & Place:

(PRAVEEN KUMAR SHARMA)