

# Priyanshu Gaurav

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## EDUCATION

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<b>Madan Mohan Malaviya University of Technology</b> <i>Bachelor of Technology (B. Tech.) in Computer Science &amp; Engineering</i>	CGPA - 7.3 <i>Aug. 2018 – May 2022</i>
<b>St. John's School, DLW</b> <i>Intermediate (ISC Board)</i>	Percentage: 87.6% <i>Apr. 2017 – Mar. 2018</i>
<b>St. John's School, DLW</b> <i>High School (ICSE Board)</i>	Percentage: 93.1% <i>Apr. 2015 – Mar. 2016</i>

## SKILLS

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**Programming Languages:** Java

**Familiar with:** JavaScript, C++, Python, Bootstrap, Machine Learning, JUnit, Hibernate

**Tools and Technologies:** Spring Boot, Thymeleaf, Github, Firebase, Android, Linux, Google Cloud Platform, Adobe Photoshop

**Other Skills:** Data Structure, Algorithms, Object Oriented Programming, Teamwork

## PROJECTS

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<b>Credentials</b>   <i>Android, Firebase</i> <ul style="list-style-type: none"><li>• A user-friendly Password Manager app that stores and displays username and password</li><li>• Uses Firebase Firestore to store and retrieve data</li><li>• Firebase Auth UI is used to login into respective user accounts</li><li>• Has an inbuilt user-friendly Password Generator</li></ul>	March, 2021
<b>FaceMask</b>   <i>Android, Machine Learning</i> <ul style="list-style-type: none"><li>• Real-time mask detection Android app with TensorFlow Lite</li><li>• The model was created using transfer learning over the MobileNetV2 architecture</li><li>• Built using TocoConverter to migrate from the Keras format to the TensorFlow Lite format</li></ul>	April, 2021
<b>Pet Clinic</b>   <i>Spring Boot, Hibernate</i> <ul style="list-style-type: none"><li>• A data management application for a pet-clinic built with Spring 5.</li><li>• It is built on Spring MVC and uses Spring JPA, Hibernate, Thymeleaf and Project Lombok and Maven.</li><li>• Test-driven approach using JUnit 5 and Mockito.</li><li>• Circle CI platform is used for continuous integration builds.</li></ul>	June, 2021
<b>Minesweeper</b>   <i>Java, Swing</i> <ul style="list-style-type: none"><li>• An implementation of the classic Minesweeper game using Java Swing library.</li><li>• Implemented the application with OOP approach.</li><li>• Used a custom Image Manager class for faster image handling in application.</li><li>• Implemented various difficulty levels for more flexibility.</li></ul>	June, 2021

## ACHIEVEMENTS

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- 3\* at Codechef with highest rating of 1699
- Secured 3228th place in Google Kick Start Round G 2020
- Secured a global rank of 718 in July Cook-Off 2020 Division 2 Challenge on Codechef
- Secured 2nd position in Poster Designing Contest
- Secured 1st position at a Website Designing Competition in class 12