



PROFILE

DATE OF BIRTH: 09/04/2003

AGE: 20

GENDER: Male

PROFESSION: Student

PHONE: 7483769964

LINKEDIN:

<https://www.linkedin.com/in/arya-umesh-2175b3288>

GITHUB: <https://github.com/Python-is-better-than-Java>

EMAIL: aryaumesh19@gmail.com

SKILLS

1. Creativity Skills
2. Communication
3. Time Management
4. Problem Solving
5. Teamwork
6. Easily Adaptable
7. Fast Learner
8. Microsoft Office
9. Microsoft Excel
10. Decision-Making
11. Python
12. C
13. HTML/CSS
14. JavaScript
15. MySQL
16. R Programming
16. Java

ARYA UMESH

Computer Engineer

EDUCATION

National Public School, Indiranagar, Bengaluru

High School Diploma

2007 - 2021

Passed 10th Grade with 90%

Passed 12th Grade with 90%

PES University, Bengaluru

Bachelor of Technology, Computer Science

2021 - 2025

CGPA: 8.95

COURSES COMPLETED

1. Python for Computational Problem Solving
2. Problem Solving with C
3. Data Structures and its Applications
4. Web Technologies
5. Automata Formal Languages and Logic
6. Statistics for Data Science
7. Computer Networks
8. Design and Analysis of Algorithms
9. Linear Algebra
10. Software Engineering
11. Database Management Systems
12. Machine Intelligence
13. Big Data
14. Data Analytics
15. Topics in Deep Learning
16. Cloud Computing
17. Object Oriented Analysis & Design Using Java
18. Compiler Design
19. Natural Language Processing
20. Building Conversational AI with ChatGPT
21. Object Oriented Programming with C++

ACHIEVEMENTS

MRD Scholarship

Given by PES University

Received in semesters 1 and 2

CNR Scholarship

Given by PES University

Received in semesters 3 and 4

LANGUAGES

1. English
2. Kannada
3. Hindi

PROJECTS

Bottle Bash

[Using Python Programming Language](#)

Created a game using the Python library Pygame and included SQL queries to store the score.

Pacman

[Using C Programming Language](#)

Made a recreation of the famous game Pacman.

Osu

[Using MERN Stack](#)

Made a recreation of the game Osu using HTML, Javascript, ReactJS, NodeJS and MongoDB.

TicTacToe Using TCP Communication Protocol

[Using Python Programming Language](#)

Created a TicTacToe game where the client plays the game with another system (the server), with communication taking place using TCP Protocol.

Digit Detector

[Using Python Programming Language](#)

Created a program that can detect and identify digits in an image using Linear Algebra and Machine Learning concepts.

Roleplaying Indie Shooter

[Using MySQL and Python Programming Language](#)

Created a shooter using the Python library Pygame and used SQL to store player data, scores, map data etc. Used the Python library mysql-connector to connect the MySQL database to the game.

RoofCrops

[Using HTML/CSS and JavaScript](#)

Created a web application that can help urban gardeners grow crops on the terrace of their homes. It includes a Chatbot, an Image Processor and an FAQ page.

Stick-Figure to Real-Life Animation Converter

[Using Python Programming Language](#)

Created a program that takes a stick-figure animation and converts it to a real-life animation of the corresponding action using a DualGAN.

Indian Sign Language to Speech Converter (Ongoing)

[Using Python Programming Language](#)

Currently creating a program that can translate Indian Sign Language (ISL) gestures to text and speech in English as well as 6 regional languages (Kannada, Tamil, Malayalam, Telugu, Marathi and Hindi) as part of my Capstone (final year) Project

