



Raman Singh

C-48, Pandav Nagar, Delhi-92 | raman.singh.ug22@nsut.ac.in | +91-9667594239

[LEETCODE](#) | [GITHUB](#) | [PORTFOLIO](#)

EDUCATION

B.Tech in Electrical Engineering	2022-2026	NSUT	8.73 CGPA
CBSE (Class XII)	2022	St. Andrews Scots Sr. Sec. School	96.2%
CBSE (Class X)	2020	St. Andrews Scots Sr. Sec. School	94.8%

INTERNSHIP

Machine Learning Intern

Centre for Railway Information Systems (CRIS), Ministry of Railways, India

May 21, 2025 – Present

- Developed predictive ML models in Python to estimate train loading/unloading times, improving scheduling efficiency
- Built end-to-end data pipelines: cleaned, transformed, and analysed large operational datasets
- Automated data preprocessing and model training scripts, ensuring reproducible results

ACADEMIC PROJECTS

Nyxia — Social Media Platform

- Built a full-stack social media application with features like user authentication, posting, liking, and following
- Implemented secure backend REST APIs and real-time feed updates
- Tech Stack:* Next.js, PostgreSQL, Prisma, Clerk, TypeScript, Tailwind CSS, Shadcn, UploadThing

Intervue — Video Calling Platform

- Developed a web-based video calling platform with real-time peer-to-peer communication
- Integrated GetStream's features for video/audio streaming, signaling and connection handling
- Tech Stack:* Next.js, Convex, Clerk, GetStream, TypeScript, Tailwind CSS, Shadcn

Chatty — Web Chat Application

- Built a real-time chat web app with user-to-user messaging and image sharing features (with upload size limits)
- Implemented using Socket.IO for real-time communication and Cloudinary for image hosting
- Tech Stack:* React.js, Node.js, Express.js, MongoDB, Tailwind CSS, Daisy UI, Cloudinary, Socket.IO

2D Space Jet Shooter Game

- Designed and implemented an arcade-style 2D jet shooter game with collision detection and scoring system
- Utilized C++ and SFML graphics library to handle game loops and rendering
- Tech Stack:* C++, SFML

ACADEMIC ACHIEVEMENTS

- Solved over 500 DSA problems on LeetCode
- Solved over 300 CP problems on Codeforces
- Co-headed the IGTS Game Development Department
- Awarded merit scholarship for ranking in the top 5% of the department

TECHNICAL SKILLS

- Languages:** C++, Python, JavaScript (ES6+), SQL
- Web Development:** HTML, CSS, React.js, Node.js, Express.js, REST APIs, Next.js
- Frameworks & Libraries:** Socket.io, SFML (C++), scikit-learn, pandas, NumPy
- Tools & Platforms:** Git, GitHub, VS Code, Postman, MongoDB, MySQL