Rudraansh Gupta

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EDUCATION

- Integrated Masters in Technology in Computer Science| **Vellore Institute of Technology, Bhopal** *CGPA: 8.27/10* | Specialization: Computational and Data Science *Expected: 2026*

- XII(CBSE) | **Saraswati Bal Mandir Sr. Sec. School, Hapur** *83.0% | 2021*

WORK EXPERIENCE

Merino Industries Ltd, Hapur, U.P. **November 2024 – January 2025**
(Summer Internship Trainee) *Onsite*

- Received training and subsequently applied **Power BI and MS SQL Server** skills to develop reports and automate backend processes.
- **Automated backend data processes using SQL** scripts to improve efficiency and streamline data management.

AICTE Internship: Transformative Learning with TechSaksham **November 2024 – December 2024**
(AI Intern) *Virtual*

- Designed and developed a **Plant Disease Prediction System** in **python** that detects plant diseases through image classification and created it web-based application using **Streamlit.**
- Built and trained deep learning models using **TensorFlow** to identify plant diseases and achieve an **accuracy of 93.22%** on validation datasets.

Koncept Automobiles Pvt. Ltd., Noida, U.P. **September 2024 – November 2024**
(Data Analytics Intern) *Onsite*

- Developed and maintained weekly sales reports using **MS Excel** improving reporting efficiency by reducing weekly report generation time by **14.28%.**
- Analyzed historical sales data and market trends using **Python** and **Excel** to identify patterns, **forecast future sales**.

ACEDAMIC PROJECTS

Air Canvas – A virtual paint application [Github]

- Developed an application in **python** and **openCV** that enables virtual drawing through real-time finger tracking as a colored marker in the air as well as on the computer display.
- Achieved fingertip detection accuracy by optimizing the threshold value to **≈0.7**
- Utilizes **mediaPipe,** for real-time hand tracking and gesture recognition, and utilized a **deque** for storing and managing drawing points on the virtual canvas.

A Chess Engine [Github]

- Built a chess engine in **python** that includes functionalities such as move generation, board evaluation, and **AI-driven decision-making**, enabling it to play the game autonomously as well as with a friend.
- Implemented features like move validation, checkmate detection, uses **minimax** and **negamax** algorithm with **alpha-beta pruning** to create the engine's strategic play.
- **Reduced** game tree search space by **50% in ideal cases** and reduced the AI **response time** by **< 2.2s**.

SKILLS

- **PROGRAMMING LANGUAGES -** C++, Python, SQL, DAX
- **DATA ANALYSIS & VISUALIZATION –** Power BI, Machine Learning, Excel, Numpy
- **COMPUTER VISION –** OpenCV, Tensorflow
- **VERSION CONTROL -** Git/Github

ACHIEVEMENTS

- Solve total **500+** questions on Leetcode.

EXTRACURRICULAR ACTIVITIES

- Member (Technical team) **Data Science Club**, VIT Bhopal University. *June 2023 - Present*
- Participated in Hacker House Goa (Blockchain and AI) **hackathon**. *July 2024*