SAATVIK SHASHANK SHRIVASTAVA

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EDUCATION

SRM Institute of Science and Technology, Chennai, India   July 2023 — May 2027
BTECH Computer Science and Engineering with Specialization in Gaming Technology

PSBB Millennium School OMR, Chennai, India   June 2011 — May 2023
12th Standard (Computer Science)

EXPERIENCE

Futurus   India
Video Editor   Dec 2023 - Apr 2024

- I was responsible for creating engaging and informative short-form videos related to finance. These videos were designed to capture attention and deliver valuable financial insights in an appealing manner.

Excelerate   India
Game Design Intern   Jun 2023 – July 2023

- I completed a 4-week Game Designer Intern internship at Excelerate with Illinois Institute of Technology, focusing on research, game mechanics, and creating a Game Design Document (GDD).

Excelerate   India
Cybersecurity Defence Hacker Intern   Apr 2023 – May 2023

- I completed a 4-week Cyber Defense Analyst internship at Execelerate with Illinois Institute of Technology, gaining hands-on experience with Wireshark, Nmap, and firewall management.

SRM MUN SOCIETY   SRM, India
Design Member   Sep 2024 - on going

- As a Design Team Member, I create stunning videos that capture events and moments, while also excelling in photography and videography to deliver visually compelling content.

Aaruush Club   SRM, India
Committee member - Challenges and Hackathons   Apr 2023 - Sep 2024

- Generating innovative ideas for upcoming events and managing their execution. Additionally, engaging in technical activities such as hackathons

PROJECTS

Drug Repurposing Using KGE
Project Link: `https://github.com/SaatvikSS/Drug_Repurposing_Using_KGE`

- Developed a cutting-edge Drug Repurposing platform using Knowledge Graph Embeddings (KGE) to analyze and identify potential new uses for existing drugs, leveraging advanced machine learning techniques to enhance pharmaceutical research.

N-Queen-Visualizer
Project Link: `https://github.com/SaatvikSS/N-Queen-Visualizer`

- This N Queen Visualizer project uses a backtracking algorithm to place queens on an N×N board and visualizes the process with Pygame.

Solar Sync App

- My team and I developed an innovative app and prototype model for the IET Smart City Challenge 2024 (8.0), which led us to secure first place in the competition.

ChatBot using Gemini API
Project Link: `https://github.com/SaatvikSS/ChatBot-using-Gemini-API`

- Here's a chatbot I created that responds to your messages and provides information about any images you attach to it. It's built using the Gemini API.

SKILLS

- **Programming:** Python, C++, C, CSS, HTML, Javascript, Git, Github Actions, SQL.
- **Frameworks:** ReactJS, NextJS, Tkinter, NumPY, PYautoGUI, Django.
- **Applications:** VScode, Blender, Pycharm, Video Editing Applications.