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OBJECTIVE

Seeking to avail procured knowledge and experience to effectively fill the vacancy in your organisation and also to widen both of the above to develop self and organisation.

EDUCATION

SN.	Education	Year	Scores	Institution
1	Bachelor of Engineering in Computer Science	2018	8.17 (Till 6th Semester)	Visvesvaraya Technological University
2	Pre-University (XII)	2015	87%	Chethana PU College
3	Secondary Education (X)	2013	87%	St. Joseph's Boys' High School (ICSE)

PROJECTS AND ASSIGNMENTS

- WeByte, a Python, Flask based programming colosseum that allows users to participate in competitive coding contests
- Analysis of 911 Calls made between 2015 and 2016
- Analysis of Stock Prices of a set of American Banks between 2006 and 2016
- MyStory, a Python, Flask based website in the making, that allows like-minded individuals to bring out their inner Shakespeare on existing works of art.
- Tracking and Analysis of Company Sales and Purchase (Product for a client)
- Graphical Simulation of Dijkstra's Algorithm using OpenGL
- University Attendance Management System
- Faculty Feedback System
- Basic Chess Engine

SPECIALISATION AND CERTIFICATION

- Specialised in Java, Python, Data Science, SQL, JavaFX, Flask and Machine Learning.
- Certified in
 - Machine Learning by Georgia Tech (Ongoing)
 - Data Science and Machine Learning by Pierian Data (Ongoing)
 - Core Java Programming
 - Advanced Python Programming by Infosys

SKILLS

- Proficient in Project Management.
- Utilise interpersonal skills to motivate and encourage co-workers, understanding that major goals are achieved through teamwork.

- Able to collaborate with team members, especially during brainstorming sessions.
- Charismatic and confident public speaker.
- Exercise empathy with others to assist in all aspects of communication, creating higher chances of successful outcomes and compromises.
- Well versed with Adobe Photoshop, Final Cut Pro X and Microsoft Suite.
- Identify efficient solutions for given tasks and successfully implement them, aiding in effective problem-solving.
- Tech savvy, with the ability to learn and use new methods, policies and technological advancements as they arise.

HOBBIES AND INTERESTS

- Hobbies
 - Participating in competitive programming (acquired a rank of 63 in Infinity Code Wars 2018 conducted by Indian Institute of Science Bangalore).
 - Playing the piano since the age of 6 and currently a Grade 4 pianist and backup singer in a band.
 - Swimming, to stay fit and healthy.
 - Cooking, to guench that inner foodie's thirst.
- Interests
 - Data Science, as it facilitates individuals to make better informed decisions.
 - Machine Learning, due to which machines can self learn without being explicitly programmed.
 - Deep Learning, trying to simulate a human brain would fascinate anyone.

GOALS

- To publish a book within the next 2 years on how anyone can learn Deep Learning.
- Become a Data Scientist within the next 5 to 6 years and try to tackle real world problems like rare diseases et cetera.
- To bring about a change in the Indian Education System so as to boost the quality of personnel from India.

LANGUAGES

Well versed in English, Kannada, Hindi and other local languages.