Saksham Mishra

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EDUCATION

G.L. Bajaj Institute of Technology and Management, Gr. Noida — Nov, 21 – July, 25
B. Tech. Information Technology — *Current GPA: 8.37/10*

City Children's Academy, Kannauj — 2018 – 2020
Intermediate, PCM + Computer Science — *Percentage : 84.25*

COURSEWORK

Courses: Data Analytics, Software Engineering, Project Management, Object-Oriented Programming, Data Structures & Algorithms, Operating Systems, Databases Management Systems, Web Technologies, Competitive Programming , Mathematics, Machine Learning.

EXPERIENCE

Coding Ninjas | *Teaching Assistant Intern* — [**verify**🔗]   Jan. 2024 – April 2024
Mentored hundreds of amazing students to help them build logic in **Data Structures ans Algorithms** and **C++** and debug their codes. Helped me to build a strong hold on DSA, Competitive Programming and problem solving skills. Helped me to develop ability to write clean code, debug complex codes and optimize their complexity using diffenent algorithms and techniques. Along with this it helped me to develop good communication and presentation skills.

PROJECTS

Chat Pdf ⍥ | *Python, Langchain, Open AI, Artificial Intelligence, Streamlit, FAISS, VSCode, Chatbot*   May. 2024

* Machine Learning Project which enables user to upload custom data in form of pdf with help of Streamlit library in python and pdfReader class of PyPDF2 library and generates response to user's query from that content.
* Text is extracted from pdf and splitted into chunks with the help of text splitter of langchain library. These chunks are the converted to embeddings using openai embeddings which are stored in vector database.
* Question is taken as input from the user and then sementic search is performed with the help of FAISS library on the chunks to match the question. It uses open ai to generate the most close response for user's query.

The Gamez Era ⍥ | *JavaScript, HTML,CSS, Git, Bootstrap, VS Code*   March, 2023

* **Gaming Platform** consisting many games like Floppy bird, Type-master, snake-master, Ping-pong, Car-racing.
* It is a frontend project with all the games developed with html, css, javascript, Bootstrap and DOM principles.
* It helped me to attain skill of frontend based web Technologies and building attractive User Interfaces and web designing. Optimal performance of Games and are maintained with less complex logic and use of Data Structures.

SKILLS

Languages: C,C++, Python, Java, JavaScript, HTML/CSS, SQL, Csharp
Tools: Git/GitHub, Unix Shell, Visual Studio, VS Code, IntelliJ, PyCharm, BlueJ, Powershell, Kaggle, Google Colab, Microsoft Office suite
Frameworks: React, Node.js, Express.js, Asp.net, Asp.netCore
DataBases: MySql, Oracle
Others: Problem Solving, Competitive coding, Communication, Leadership

ACHIEVEMENTS

* Attained **Global Rank- 274** in Starters- 124 and **Global rank - 288** in Starters-129 [Div. 3] on **Codechef** .
* **Solved 1000+ DSA problems** on coding ninjas/Codestudio and Gfg and participated in 20+ contest
* **3 Star on Codechef** [Div. 2] with rating **1612** solved 150+ problems while participating in 30+ contests.
* **Solved 400+ Leetcode problems** related to Data Structures and Algorithms with contest rating of **1636.**
* **5 Star in SQl** on Hackerrank with **skill assessment certificate** . Also passed **Linkedin Skill test** in SQL.
* **1000 rating on Codeforces** along with **5 Star in C++** and 3 Star in **Java** on Hackerrank.