

Sakshi Rastogi

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EDUCATION

Bennett University
2018 – 2022

Bachelors in Technology

- Major: Computer Science
- Robotics Club

PROJECTS

Talking Fingers

The aim of the project was to ease out the communication process between us and persons with special needs by converting the sign language into text.

Technologies Used: Java, Android, Machine Learning, Python

My role: My role was to create an Android app using Android Studio which will store and recognize all the gestures made by the user and to create the dataset by capturing the gestures of Sign Language.

Future Scope: We are planning to implement two way communication process where additionally we will build module to convert text into sign language as well.

Window Cleaning Robot

The aim of the project was to automate the process of cleaning windows of skyscrapers for which it's quite dangerous for humans to do so.

Technologies Used: Arduino, Infrared Sensor, Servo Motor, C, C++

My role: My role was to write the source code for the infrared sensor, forward and backward movement of the bot and to help in designing the structure of the bot.

Future Scope: We are planning to enhance the framework of our autonomous window cleaning bot so that it can clean the windows as well as floors of the skyscrapers.

Sync It

The aim of the project was to create a data syncing program which would ease the work of humans to manually transfer the files from one folder to another folder on the same drive or on an entirely different drive.

Technologies Used: Python

My role: My role was to create the Graphical User Interface using a tkinter module in python. The Interface will ask the user about the type of files (songs, photos and text) they want to sync.

Future Scope: We aim to make our project fully capable with online syncing capabilities and to introduce a greater cross-platform integrability for it to function in almost any device possible for the best user experience possible.

Live Text Recognition

The aim of the project was to help people who are not accustomed to typing on a computer by directly converting handwritten text to Unicode form. Also this project aims to analyze writing patterns from a user and then give our predictions on what is to be written.

Technologies Used: Python, Machine Learning, Image Processing

My role: My role was to create the Graphical User Interface using a tkinter module in python. The Interface will ask the user whether they want to exit the app or want to load the model. I have also written the code for Image pre-processor which detect the text present on the image and crop out the part of that image where the text is present.

Future Scope: We are planning to enhance the framework of our project so that it can recognize speech after converting it into text. We also aim to introduce a plagiarism model.

Womania

The aim of the project was to make women feel strong enough to fight the parasites of our society, strong enough to protect themselves against any sexual assaults.

Technologies Used:- Python, Machine Learning, Image Processing, HTML, CSS

My role:- My role was to create an ecommerce website where women's can buy all kinds of safety products using a Flask module in python. I have also created a scenario based game in order to make women aware about various situations. In this game, we will ask some questions and then user has to answer it and we will give some suggestion. I have also created the dataset of chat-bot.

Future Scope:- We are planning to enhance the framework of our project so that it can generate the PDF of signed F.I.R which will be send to the user.

SKILLS

- Analytical and Strong Problem Solving Mindset
- Like to solve real life problems

LANGUAGES AND TOOLS

- Python Java, C++, SQL
- Android Studio, Eclipse, Google Colaboratory, PyCharm, Dialogflow

AREAS OF INTERESTS

- Robotics
- Android Development

HOBBIES

- Painting
- R&D in latest technologies