SAMAR SINGH

CONTACT

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linkedIn/Samar Singh

Portfolio/SamarSingh

Bengaluru, India

SKILLS

Languages : Python, C/C++, HTML, CSS, Javascript, Bootstrap, SQL

Developer Tools : Docker, MATLAB

Kernel : Linux

Others : UI/UX Designing

EDUCATION

B.Tech - CSE(AI-ML)

PES University

2022 - Present

Senior Secondary (XII) - 90.2%

Montfort Inter College

2019-2020

Secondary (X) - 90.5%

Sri Venkateshwara International School

2017-2018

CERTIFICATIONS

- Python
- Java
- CSS
- Problem Solving(Basic)
- Problem Solving(Intermediate)

LANGUAGES

- English
- Hindi

PROFILE

A driven 3rd-year computer science and engineering student specializing in AI-ML. Skilled in competitive coding, C, C++, Python and Front-End web development . Proficient in efficient coding practices, machine learning techniques, and UI/UX design. Actively seeking internships/projects in software development or ML to apply knowledge and gain valuable experience. Committed to continuous learning and staying up-to-date with the latest technological advancements in the field.

WORK EXPERIENCE

Machine Learning Intern

Tru Value Overseas Pvt. Ltd. | New Delhi June 2024-Present

- Engineered and deployed machine learning models for predictive analytics, resulting in a 25% improvement in marketing campaign performance and a 15% increase in customer engagement rates.
- Collaborated with cross-functional teams to integrate ML-driven insights into marketing strategies, optimizing resource allocation and contributing to a 20% reduction in customer acquisition costs.

PROJECTS

Movie Recommendation System

|Python, sklearn, pandas, numpy|

- Engineered an advanced ensemble machine learning solution for movie recommendations, integrating multiple sorting algorithms to enhance prediction accuracy.
- Implemented Singular Value Decomposition (SVD) for data compression and noise reduction, achieving a 93% accuracy rate in content recommendations

Airline Ticket Booking System

|DSA, C|

- Constructed an Airline Ticket System in C utilizing linked lists, arrays, and structures to manage data for across 20 daily flights.
- Integrated 3 core functionalities: ticket booking, cancellation, and boarding pass viewing to organize passenger details.

Hangman Game

|C++|

- Developed an engaging word-guessing game focused on country names, utilizing C++ and file I/O operations with the fstream library.
- Implemented dynamic gameplay mechanics and efficient data management, enhancing user engagement while providing educational value.