About Me

Hello! I'm Shashank Jaiswal, currently pursuing an MCA at Nirma University.
I am passionate about Artificial Intelligence, Machine Learning, Generative AI and innovative problem-solving. I have hands-on experience with Python, Django, Deep Learning, LLMs through projects and internships. With strong adaptability, problem-solving skills, and a drive for continuous learning, I aim to contribute to impactful AI-driven solutions.

Skills

Python, Machine Learning, Deep Learning, LLMs & RAG, LangChain, Pandas & NumPy, MySQL, C++, Django, Flask.

Internships

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Yudiz Solutions Limited | IT / Computers - Software 19 May, 2025 - 17 Jul, 2025

Python and AI Developer

Key Skills: python, Django, LLM(RAG based chatbot).

During the period of internship, contributed to the development of the Onboarding Kit, a platform designed to streamline task management and enhance the onboarding experience for new employees. Designed and implemented Python modules that improved company management, data handling, and overall project efficiency. Gained hands-on exposure to AI concepts, including integrating intelligent features into real-world applications. Assisted in building and testing application features, ensuring functionality, scalability, and smooth user experience. Actively collaborated with the development team, demonstrated problem-solving skills, and managed responsibilities with minimal supervision. Developed a strong foundation in Python programming and LLM RAG-based chatbot, while enhancing teamwork, communication, and time management skills.

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Procomplus Softek Solutions | IT / Computers - Software 27 Aug, 2023 - 27 Feb, 2024

Android Developer Key Skills: XAMPP, Android Studio, Blender.

During the period of internship, I contributed to the development of an Android application named AR Footwear, which allows users to experience products virtually. It revolutionizes the way to display the products online. The user can view the 3D model of products in the

real world. Assisted in building and testing application features, ensuring functionality, scalability, and smooth

user experience. Gained experience on technologies like Android studio(Java, xml), Xamp(PHP, MySQL), Blender, mywebar.com.

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Projects

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Game Highlight Extraction

Team Size: 1

Key Skills: Artificial Intelligence, Deep Learning, Python, Django, Transfer learning.

Project Link: https://github.com/ShashankJ18/GameHighlight

Built an AI-powered video editor that detects kill moments in gameplay using a ResNet18 model, extracts highlight clips, and applies cinematic templates with custom effects, transitions, overlays, and synced music using MoviePy and Python. Created a video dataset manually, having two classes: kills and non-kills. Technologies used : Python(Django, Moviepy, torchvision, numpy), Deep Learning(ResNet18)

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AR Footwear

Team Size: 3

Key Skills: Android Studio, Java, MySQL, PHP, Blender, XML

Project Link: https://github.com/ShashankJ18/AR-Footwear

AR Footwear is an Android application which allows user to experience products virtually. It revolutionize the way to display the products online. User can view the 3D model of products in real world. Technologies used : Android studio(Java, xml), Xamp(PHP, MySQL), Blender, mywebar.com.

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Researchers Platform

Team Size: 3

Key Skills: Python, Django, Deep Learning, SQLite, Transformers, LLM.

Project Link: https://github.com/ShashankJ18/Researchers-Platform

This project was created as a problem statement of Mined Haclathon 2025. Team led by me devloped a platform for researchers to create a community. Using this platform user can showcase their research papers. Users can view other user's profile and can interact by giving like and do discussion on uploaded research paper. User can view uploaded research paper in two format pdf and podcast. Podcast will be available in different languages. So the main problem statement was to convert the reseacrch into podcast so it will easier and interactive for users to view papers. We successfully did that and kept different themes and langauges that user can select. We reached till 1st round in this hackathon. Technologies used :Python(Django, pydub, pdfminer.six), SQLite, Deep Learning[Transformers(Bart, T5)], edge-tts, LLM.

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Educational Orrery Web App that Displays Near-Earth Objects

Team Size: 6

Key Skills: Django, MySQL, Blender, Spacy, LLMs, Colossyan.

Project Link: https://github.com/ShashankJ18/NASAcrud

A problem statement of Nasa Space Apps challenge: Educational Orrery Web App that Displays Near-Earth Objects. Secured the second runner-up position at local event and selected as Global Nominees. Led team CodesSheres to develop an interactive web app that allows you explore the solar system, near-Earth objects and planetary facts. This web app is for exploration about space and to create a community using feature like discussion forum. User can see AI generated videos and get engage with quiz and chatbot for learning. Technologies used: Python(Django, Spacy), Mysql, Nasa's official API, Blender, Colossyan

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Blockchain Smart Contract Auditor

Team Size: 1

Key Skills: Python, Flask, LLMs.

Project Link: https://github.com/ShashankJ18/SmartContractValidator

Developed a full-stack Smart Contract Auditor using Flask, featuring an in-browser Solidity code editor and compiler. The platform enables users to write or upload Solidity contracts, compile them directly, and run automated vulnerability analysis covering issues like reentrancy, access control, and integer overflow. It generates comprehensive reports with risk scores, helping developers identify and fix security flaws efficiently.

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Achievements

NASA Space Apps 2024 – 2nd Runner-up (Local) & Global Nominee. Led team CodeSpheres to build an AI-powered interactive space learning web app.

Education

- MCA, Nirma University (Current), CGPA: 7.9
- BCA, GLS University, CGPA: 7.74

- Sankal International School, Ahmedabad 2021 12th | GSEB | Percentage: 66.29 / 100

- K.G. Dholakiya, Rajkot 2019 10th | GSEB | Percentage: 78.50 / 100

Hackathons

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Nasa Space Apps 2024 - Educational Orrery Web App that Displays Near-Earth Objects

- Video link: https://youtu.be/vYekPLdFygc

-Technologies used: Python (Django, Spacy), Mysql, Nasa's official API, Blender

- Led team CodesSheres to develop an interactive web app that allows you explore the solar system, near-Earth objects and planetary facts. This web app is for exploration about space and to create a community using feature like discussion forum. User can see AI generated videos and get engage with quiz and chatbot for learning. Secured second runner-up position at local event(Gujarat level) and selected as a global nominee.

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Mined Hackathon 2025 - Researchers platform

- Technologies used: Python (Django, pydub, pdfminer.six), SQLite, Deep Learning[Transformers (Bart, T5)], edge-tts.

- Team led by me devloped a platform for researchers to create a community. Using this platform user can showcase their research papers. Users can view other user's profile and can interact by giving like and do discussion on uploaded research paper. User can view uploaded research paper in two format pdf and podcast. Podcast will be available in different languages. So the main problem statement was to convert the reseacrch into podcast so it will easier and interactive for users to view papers. We successfully did that and kept different themes and langauges that user can select. We reached till 1st round in this hackathon

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Career and Objective

I aspire to build a career in Artificial Intelligence and Deep Learning, with a focus on developing innovative solutions that can create meaningful impact where it is needed. Over the next five years, I aim to grow as an AI researcher and developer, contributing to projects that merge technology and human-centered problem-solving. My long-term goal is to lead impactful AI-driven initiatives and mentor upcoming innovators.

Hobbies & Interests

- Playing football, which enhances teamwork and focus.
- Video editing, exploring creativity in storytelling and design.
- Emerging AI technologies.

Contact

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