SHIVANSH BHAGERIA

SECOND YEAR UNDERGRADUATE

CONTACT

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EDUCATION

CBSE - Class XII

Jayshree periwal High School

2022-2023

89.3%

FIRST YEAR, CSE

Banglore Institute of Technology

2023-2024

8.4 cgpa

LANGUAGES

English

Hindi

Marwari

CERTIFICATIONS

- Postman - API fundamentals student expert (Postman)
- C programming (Udemy)
- Python programming (Infosys Springboard)
- Basics of Google cloud compute (Google)
- Lens Studio Workshop (Snapchat)

ABOUT ME

A dedicated and innovative second-year Computer Science undergraduate with a strong passion for crafting cutting-edge tech solutions. With a solid foundation in programming and a proven ability to quickly adapt to new technologies. My ability to seamlessly integrate diverse frameworks and libraries allows me to develop efficient and scalable applications that meet the highest standards of quality.Committed to continuous learning and growth, I am eager to contribute my skills and enthusiasm to a dynamic and forward-thinking organization. I am confident in my ability to collaborate effectively with teams, solve complex problems, and deliver exceptional results.

SKILLS

TECHNICAL SKILLS

- PROFIECIENT IN BACKEND LANGUAGES - C, PYTHON, JAVA
- SKILLED IN PYTHON LIBRARIES - SPRITEKIT, PYGAME, NUMPY, MATPLOTLIB, BOKEH
- CAPABLE IN MACHINE LEARNING - SCIKIT-LEARN, PANDAS, TENSOR FLOW, SEABORN, KERAS, PYTORCH
- ACCOMPLISHED IN SOFTWARES - POSTMAN, INTELLIJ, JUPYTER NOTEBOOK, VS-CODE
- EXPERIENCED IN OPEN-SOURCE - DJANGO

PERSONAL SKILLS

- SELF STARTER
- FLEXIBLE AND ADAPTIVE
- PUNCTUAL
- COMMUNICATION
- MULTI-TASKING

PROJECTS

USER INTERRACTIVE TIC-TAC-TOE GAME

Developed a classic two-player Tic-Tac-Toe game using C programming. Players take turns marking spaces on a 3x3 grid with 'X' or 'O'. The first to achieve three in a row (horizontally, vertically, or diagonally) wins. The game features win/draw detection and a user-friendly interface. This project demonstrates proficiency in C programming concepts, including arrays, functions, and conditional statements. It also showcases problem-solving skills and the ability to create interactive and engaging games.

ALIEN SHOOTER GAME

Created a fast-paced alien shooter arcade game using Python, Pygame, and SpriteKit. Implemented essential features such as player movement, enemy spawning, projectile handling, and collision detection. Demonstrates proficiency in game development, object-oriented programming, and multimedia integration.

SLEEP-APNEA INDICATOR

A machine learning project to detect sleep apnea using PSG and sonogram data. It employs libraries like PyEDFlib, NumPy, Pandas, SciPy, Scikit-learn, Matplotlib, Imbalanced-learn, and MNE for data preprocessing, feature extraction, and model building. The goal is accurate classification of sleep disorders for clinical insights.