



VISVESVARAYA NATIONAL INSTITUTE OF TECHNOLOGY, NAGPUR

SHUBHAM SONTAKKE



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Wardha, Maharashtra- 442001

OBJECTIVE

Vastly developing my skill to cover everything in software industry. Just touched the sky, Universe is still there to explore.

ACADEMIC QUALIFICATION

Enrollment no : BT19CSE107

Branch of Study : Computer science and engineering (6th Sem)

Current CGPA : **6.68/10**

QUALIFICATION	INSTITUTE	MONTH & YEAR	SCORE/SGPA	CGPA
B.Tech. 7 th Semester	Visvesvaraya National Institute of Technology, Nagpur	--	- of 10	- of 10
B.Tech. 6 th Semester	Visvesvaraya National Institute of Technology, Nagpur	--	- of 10	- of 10
B.Tech. 5 th Semester	Visvesvaraya National Institute of Technology, Nagpur	Dec 2021	6.55 of 10	6.68 of 10
B.Tech. 4 th Semester	Visvesvaraya National Institute of Technology, Nagpur	May 2021	6.7 of 10	6.72 of 10
B.Tech. 3 rd Semester	Visvesvaraya National Institute of Technology, Nagpur	Dec 2020	6.83 of 10	6.73 of 10
B.Tech. 2 nd Semester	Visvesvaraya National Institute of Technology, Nagpur	Apr 2020	7.36 of 10	6.67 of 10
B.Tech. 1 st Semester	Visvesvaraya National Institute of Technology, Nagpur	Dec 2019	5.95 of 10	5.95 of 10
CLASS XII(HSC)	Marotrao Mude High School, Nagpur	Feb 2019	76.92%	--
CLASS X(SSC)	Vianney Vidya Mandir, Chandrapur	May 2017	82.71%	--

PROJECTS/ACTIVITIES

- Project Title:** Build CNN Model for face recognition **Date:** 02/11/2021
Synopsis: In this project first, I have created CNN model using 10-layer neural network & test it on dataset. I have used relu & SoftMax activation function & also adam optimizer here. Then compare the result by building another model using GoogLeNet pre-trained model and used transfer learning to modify few layers to match my needs. Efficiency of both models were more than 90%.
- Project Title:** Tic Tac Toe Game Website **Date:** 15/11/2021
Synopsis: In this project, I have created a website to play Tic-Tac-Toe game in which I have coded the game over, tie & reset conditions. I have also stated the rules of game & add added sound effect & gif which are given condition to auto play.

COMPUTER PROFICIENCY

- Programming Languages:** JAVA, C, C++, Python
- Website Designing:** HTML, CSS, JavaScript & Bootstrap
- App Development:** Kotlin (Basics)
- OS:** Kali, Ubuntu, Windows

CURRENT ACTIVITIES

- Developing skills in AI and ML.
- Studying basics of ethical hacking.
- Creating basic websites.
- Using MATLAB & creating Deep learning models.

EXTRA CURRICULAR ACTIVITIES

- Language: English, Hindi, Marathi
- Experiences in Group Activities, Qualitative Selection.
- Held position of Editor of Magazine Club in High School.
- Awarded in Arts, Sports and Singing.

I hereby acknowledge that the information furnished above is correct to the best of my knowledge.

Date: 01-12-2021


(Shubham Sontakke)