

Manit Garg

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EDUCATION

Pennsylvania State University

Bachelor of Science in Computer Science

University Park, PA

Aug. 2023 – Dec. 2026

Pennsylvania State University

Smeal College Business Fundamentals, Certificate

University Park, PA

Aug. 2023 – Dec. 2026

EXPERIENCE

CV Team, RoboX

Pennsylvania State University

Aug 2024 – Present

University Park, PA

- Part Of the Computer Vision Team of Robo X
- Work with the computer vision group to track targets, predict movement, and dynamically generate 3-D spatial maps.
- Collaborated with cross-functional teams (Mechanical, Embedded Systems, Computer Vision) to design, build, and program Battle-bots.
- Developed and implemented computer vision algorithms for object detection, tracking, and recognition in robotics applications.

Machine Learning Bootcamp, Nittany AI

Pennsylvania State University

Aug. 2023 – Present

University Park, PA

- understanding key ML concepts such as neural networks, regression, and classification
- preparing data and training/evaluating AI models with PyTorch
- leveraging pre-trained models to create innovative solutions

E-Sports Attendant

Penn State Campus Recreation

May 2024 – Present

University Park, PA

- Diagnosed and resolved hardware and software issues across 50+ PCs, Xbox, PlayStation, and Switch consoles in a high-traffic esports environment.
- Tracked and managed inventory of 50 PC components, 3 consoles, 75 games, and peripherals to ensure availability and rapid replacement.
- Provided technical support and guidance to users, enhancing their gaming experience.

PROJECTS

Eye-Ballers | *Python, Flask, React, Cuda, C++, CSS, HTML*

Oct 2023

- Developed a full-stack web application using with Flask serving a REST API with React as the frontend
- Harnessing the power of Style GAN3
- Pushed the boundaries of digital design to detect if a person is suffering from glaucoma or not using an image of the eye

Portfolio Website | *Python, React, CSS, HTML, JavaScript*

Aug. 2024

- Made my own Portfolio Website
- manitgarg.vercel.app

CLASSES

Courses: Calculus I, Calculus II, Calculus III, Programming and Computation I and II(Fundamentals, Data Structures), OOP with Web-Based Applications, Discrete Mathematics, Intro to Systems Programming, Digital Design: Theory and Practice, Physics - Mechanics, Electricity and Magnetism

TECHNICAL SKILLS

Languages: Java, Python, C/C++, , JavaScript, HTML/CSS,

Frameworks: React, Node.js, Flask, WordPress, Material-UI, FastAPI

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib