Deep Solanki

Pursuing Bachelor of Technology in Computer Science Engineering.
DEVELOPER.
Strong oral and written communication skills.
Quick and Continuous Learner.
Positive Attitude towards work.

16-Apr-1997

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Education

Indian Institute of Information and Technology Vadodara, Gujarat. — Aug 2017 – present
Computer Science Engineering — 7.09
Currently pursuing Bachelor of Technology in CSE. At present, finished with 7th semester. CPI mentioned is until 6th semester.

Barnes High School ,Nashik Maharastra. — Jun 2015 – Mar 2016
12th Science — 88%
ISC Board.

JSS INTERNATIONAL School, OOTY Tamil Nadu. — Jun 2013 – Mar 2014
10th Science — 95%
CBSE Board.

Skills

Java | Javascript | Structured Problem Solving | Logical Reasoning | Rational Thinking | Competitive programming

Projects

Breast Cancer Survival Prediction using Haberman's Data — Winter 2020

Guide : Prof. Jignesh Bhatt

High level statistics of the data set: number of points, number of features, number of classes, data-points per class. Explaining our objective.
Performing Univariate analysis(PDF, CDF, Box plot, Violin plots) to understand which features are useful towards classification.
Performing Bi-variate analysis (scatter plots, pair-plots) to see if combinations of features are useful in classification. Testing and Prediction using models like Neural Nets, Neural Network, NN, Logistic Reg, LR.

Team Size: 2
Role/Contribution: Developer.
Tools: Jupyter, Notebooks, Python.

Password Cracking using Distributed Computing. — November 2020

Guide : Prof. Antriksh Goswami.

The idea of the project is to use distributed computing to break passwords or match the required sequence(which consists of letters and numbers).Distributed computing breaks down the problem in parts and assign different parts to different computers. The goal of this project was to create a distributed system that it can run across the entire Internet.

Team Size: 1
Role/Contribution: Developer.
Tools: JAVA, JDK.

30 Days of Google Cloud campaign. — October 2020

Guide : Prof. Maulik Modi.

The Cloud Engineering track was taken to explore and deploy solutions elements, including infrastructure compo- nents such as networks,systems and application systems. Each track has 6 Quests [each quest have 4-5 labs] to complete on Qwiklabs. Its self-paced and easy to take up. Quests completed were: Perform Foundational Infras- tructure Tasks in Google Cloud.
Set up and Configure a Cloud Environment in Google Cloud. Deploy and Manage Cloud Environments with Google Cloud. Getting Started: Create and Manage Cloud Resources.
Build and Secure Networks in Google Cloud.
Deploy to Kubernetes in Google Cloud. (Project Link)

Team Size: 1
Tools: Qwik LAbs.

Database and Database Design for Travel Management System(Bus) February - April 2019.

Guide : Prof. P. M. Jatt

The main aim of the group project was to create a database which depicts the functionalities of travel agen hu cies to interconnect buses and passengers. Includes ticketing process and route of the bus journey. Helps to ease their business activities and to work more efficiently. (Project Link)

Role/Contribution: Developer.
Team Size: 4
Tools: PostgreSQL, MySQLi, Dia, Sublime Text.

PING PONG GAME. — Winter 2017

Guide : Prof. Naveen Kumar.

The project goal was to learn and apply C graphics. A Ping Pong game in C. This game supports multiplayer gameplay. This game uses C-graphic libraries to provide high quality user gameplay. Various difficulty levels are available. Every player has his own pre-decided colour.

Team Size: 2
Role/Contribution: Developer. Language(s): C

Interests

Developing Personality. | Strong Work Ethic. | Personal Initiative. | Footbal.