

[Github](#)[Linkedin](#)[LeetCode](#)

VAIBHAV SINGH

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FRESHER

EDUCATION

• CLASS-XII

DEHRADUN PUBLIC
SCHOOL , GZB [CBSE]

2019-2020

90%

• B-TECH

JAYPEE INSTITUTE OF
INFORMATION
TECHNOLOGY NOIDA ,
SEC-62

2021-2025

CGPA-7.3

SKILLS

Communication, Detail oriented, Fast Learner
Adaptability, Strategic planning, Dedicated team player, Effective time management, Ability to work under pressure

TECH SKILLS

- Html (INTERMEDIATE)
- CSS (BASIC)
- Javascript (INTERMEDIATE)
- Express JS (BASIC)
- C++ (INTERMEDIATE)
- Python (INTERMEDIATE)
- C (INTERMEDIATE)
- SQL (INTERMEDIATE)
- Php(BASIC)

HOBBIES

- HANDBALL
- FITNESS
- GAMING

PROFILE

As an aspiring AI enthusiast, I am on an enriching path of continuous learning and growth in the field of technology. With a strong foundation in coding and problem-solving skills. I possess a keen analytical mindset, enabling me to tackle complex challenges and devise innovative solutions. Whether it's coding, designing, or developing, I approach each project with enthusiasm and a relentless desire to learn and grow.

EXPERIENCE

- **Web development Intern at The Sparks Foundation:** Using MONGODB, HANDLEBARS, HTML, JAVASCRIPT AND CSS Developed a Basic Dynamic banking website <TSF>.
- **Participated in BITBOX by GDSC IIIT SEC 128:** This 12-hour long hackathon, learnt Stress management and work in a professional environment.
- **Google Cloud Study Jams:** Earned various skills badges from google cloud courses like [Generative AI Arcade Game](#), [Google Cloud Computing Foundations](#) etc.
- **Coordinating Team Member at Training and Placement cell ,IIIT NOIDA**

PROJECTS

1. [CryptoniX](#):

- Explored cryptic world with features like cyphers, cryptic word clue solver, password strength checker, encryption, decryption, and steganography.
- Implemented DSA CPP concepts: maps, LinkedList, vectors, searching, recursion, hashing, collision handling.

2. [CAVEMEN](#):

- Designed and implemented a multi-agent game "Cavemen" inspired by Wumpus World, featuring human vs AI competition, gold collection, and battles against the Wumpus monster.

3. [PyTone](#):

- Recognizing Real-Time speech, Text Emotion using different ML models.
- Implemented with Python, PyTorch, and TensorFlow to enhance accuracy and performance.

4. [BCI Games](#):

- Developed an interactive game using Emotiv Epoch+ BCI headset, enabling control through brain signals and facial expressions.
- Implemented left/right movement control via brain patterns and smile detection for triggering in-game actions.
- Explored multimodal brain-computer interface technology for intuitive and immersive gaming experiences

5. [BadhirSun](#):

- Bridged the gap between deaf individuals and videos.
- Side-by-side transcript video to sign language conversion.
- Python implementation in Hackin Summer 2023.

6. [AID for SPEECH and HEARING impaired](#):

- [Real Time Speech and Text to ISL translation using NLP and using SIGML animation.](#)
- [Used Python\(Flask\),JS,HTML,CSS,etc.](#)