

[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 (BASIC)
- C (INTERMEDIATE)
- SQL (INTERMEDIATE)
- Java(BASIC)
- Php(BASIC)

HOBBIES

- HANDBALL
- FITNESS
- GAMING

PROFILE

I'm a developer with a passion for nature and fitness. I'm always eager to gain technical experience and excited about learning new technologies. I believe in continuous learning and growth in the field of technology. I appreciate analytical thinking, value attention to detail, and enjoy tackling problem-solving challenges. Whether it's coding, designing, or developing, I find joy in taking on new and complex tasks, learning from every moment along the way.

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.[GenArcade](#):

- Gaming mini-project featuring CASINO BET GAME, TIC-TAC TOE, ROCK-PAPER-SCISSOR (VS COMPUTER), MONSTER FIGHT GAME, ZOMBIEWAR SCENARIO, THE SNAKE GAME, THE GUESSING GAME.
- Utilized C++ fundamentals: string, vector, map, STL.

3.[PyTone](#):

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

4.[Philanthropists](#):

- Hackathon project acting as a mediator between donors and slums.
- Implemented using HTML, CSS, JavaScript, and PHP.
- Slum prioritization based on donation needs; user rewarded with NFTs.

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 translatio using SIGML animation.](#)
- [Used Python\(Flask\),JS,HTML,CSS,etc.](#)