



# VAIBHAV SINGH

## F R E S H E R



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[Github](#)



[LeetCode](#)



[LinkedIn](#)

## 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 an AI enthusiast in training, on my journey to Learn and further evolution in technology area Having a solid grounding in coding and problem-solving skills. Having a logical mind set allows me to do so much in terms of analysing perplexing problems to come up with creative solutions. Whether it's coding, I am not in the least tired of each project that has me researching, designing, or developing insatiable willingness to learn and develop.

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