VAIBHAV SINGH

FRESHER

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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

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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 JIIT 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 ,JIIT 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 translatio using SIGML animation.
- Used Python(Flask),JS,HTML,CSS,etc.