

VIJENDRA KUMAR SHARMA

B.Tech. - Computer Science & Engineering , Computer Science

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BRIEF OVERVIEW / CAREER OBJECTIVE / SUMMARY

Undergraduate student of B.Tech. degree (Result Awaited) with profound interest in competitive coding and problem solving. Good performance in designing and front end developing. Looking forward to responsible & challenging opportunities to enhance my skill set and work experience.

KEY EXPERTISE / SKILLS

Java Javascript Front-end Back-end Node.js HTML DOM CSS Python C++

EDUCATION

Dronacharya Group of institutions

2022

B.Tech. - Computer Science & Engineering , Computer Science | CGPA: 6.20 / 10.00

12th | CBSE | Percentage: 58.00 / 100.00

2018

10th | CBSE | Percentage: 76.00 / 100.00

2016

PROJECTS

Virtual Spy (Automating the Role of Third Umpire in the game of gully cricket)

Jan. 10, 2022 - May 30, 2022

Mentor: Prof. Manoj Kumar Yadav | Team Size: 1

Key Skills: Python Report Writing Article Writing

Computer vision and image processing techniques have been cited in book reviews that have used multiple cameras to display. This paper focuses on a system that helps the umpire to make decisions such as no ball, Running, out, etc. with the help of a good quality smartphone camera. The Decision Review System (DRS) aims to provide decisions such as run-out and stump-out. Tkinter is used to develop the GUI of DRS. I have proposed a computer-based approach to this paper that does not require additional infrastructure as it will receive video feeds from streaming cameras. Our proposed method is expected to create better and lower operating costs due to the lack of infield sensor and other devices.

PUBLICATIONS / RESEARCH / WHITE PAPERS

Virtual Spy (Automating the Role of Third Umpire in the game of gully cricket) the

Jan. 2022

International Journal of Advanced Research in Science, Communication and Technology | Mentor: Prof. Manoj Kumar Yadav

Key Skills: Python Writing

Computer vision and image processing techniques have been cited in book reviews that have used multiple cameras to display. This paper focuses on a system that helps the umpire to make decisions such as no ball, Running, out, etc. with the help of a good quality smartphone camera. The Decision Review System (DRS) aims to provide decisions such as run-out and stump-out. Tkinter is used to develop the GUI of DRS. I have proposed a computer-based approach to this paper that does not require additional infrastructure as it will receive video feeds from streaming cameras. Our proposed method is expected to create better and lower operating costs due to the lack of infield sensor and other devices.

WEB LINKS

- o LinkedIn - <https://www.linkedin.com/in/vijendra-sharma-684675202>

PERSONAL DETAILS

Gender: Male

Marital Status: Unmarried

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