

VIRAT KUMAR

Roll No.: 2106201
Bachelor of Technology
Computer Science and Engineering
National Institute Of Technology, Patna

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→ GitHub Profile

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EDUCATION

•National Institute of Technology,Patna

CGPA:7.86 (till 6th sem)

B. Tech Computer Science and Engineering

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•DAV Public School,Patna

2020

2025

Intermediate, Central Board of Secondary Education, Delhi

Percentage: 88.2 2018

•Bijendra Public School,Purnia

2010

Matriculation, Central Board of Secondary Education, Delhi

Percentage: 90.2

PROJECT

•Design of Network Intrusion Detection System for Smart Cities

Aug 2024 - Dec 2024

 $Research\ Project, NIT\ Patna$

- Designed a Network Intrusion Detection System (NIDS) tailored for smart cities, addressing unique challenges and vulnerabilities in IoT networks.
- Utilized the UNSW-NB15 dataset, comprising over 175,000 records, to train and evaluate machine learning models, achieving a maximum accuracy of 94.51%.
- Implemented advanced machine learning algorithms, including Decision Tree, Random Forest, and Multi-Layer Perceptron, enhancing detection capabilities of cyber threats.

•Malware Detection using Machine Learning Algorithms

Feb 2024 - May 2024

Implemented a machine learning-based approach for malware detection using features extracted from PE headers.

- Tools & technologies used: Python, scikit-learn, TensorFlow, Pandas, NumPy, Matplotlib
- Preprocessed the dataset, extracted relevant features from PE headers, and applied feature scaling and selection techniques. Normalized feature values using Z-score normalization and handled outliers with the IQR method
- Developed and tested models using Logistic Regression, Artificial Neural Networks (ANN), and Random Forest algorithms, achieving a highest accuracy of 99.5% using Random Forest.

•SUDOKU GAME

May 2023

Engineered a logic-driven game ensuring each digit from 1 to 9 appears precisely once in rows, columns, and boxes.

- Tools & technologies used: HTML, CSS, JavaScript, Visual Studio Code
- Through this project, I garnered hands-on expertise in game development, front-end design, and logical reasoning, substantiating my proficiency in these domains. **GitHub Link, Live Demo Link**

WORK EXPERIENCE

•SANKALP May 2022-present

Tutor & Mentor Patna

- Provided free and quality education to needy students through a non-profit organization.
- Worked collaboratively with a dedicated team of 100+ members to create effective teaching methods, ensuring personalised attention to each student's needs.

TECHNICAL SKILLS AND INTERESTS

Languages: C/C++, Python

Developer Tools: Visual studio code, Android studio, GitHub, Arduino

App/Web Development: Flutter, HTML, CSS, Javascript

Cloud/Databases: Firebase, MySQL

Coursework: Data Structures & Algorithms, Object-Oriented Programming, Artificial Intelligence, Machine Learning,

Operating System, Computer Network, Database Management System

Positions of Responsibility

•Technical Member ROBOTICS CLUB, NIT PATNA

Feb 2023-present

•GDSC Flutter Team Member GOOGLE DEVELOPER STUDENT CLUBS,NITP

Sep 2023-present

ACHIEVEMENTS

• Successfully Completed Minor Degree Course in Robotics

Department of Mechanical Engineering, NIT Patna

Nov 2024

- Successfully solved 200+ coding questions in Codechef, GFG, Leetcode.
- Secured multiple medals, awards, and T-shirts in district-level chess tournaments and chess competitions organized by CBSE and NIT PATNA.