Rakesh Joshi

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ACADEMIC DETAILS

Examination	University	Year	CGPA/%
UnderGraduate Course:	Graphic Era(Deemed to be) University		
B.Tech(3rd year)	Dehradun, Uttrakhand	2022	9.1
Intermediate exam:	New Beersheba School		
Class 12(CBSE board)	Pithoragarh, Uttrakhand	2021	9.5

FIELDS OF INTEREST

Data Science, Machine Learning, Data Analytics, Development

TECHNICAL SKILLS

• Languages (C, C++,Python,JAVA), Database (MySQL),Front end (HTML,CSS), Data Manipulation (Pandas, NumPy), Data Preparation (Data Cleaning, Feature Engineering)

MINI PROJECTS

- Comparative Analysis of Neural Network Algorithms and Image Classifiers for Weed Classification (Guide: Miss Garima Sharma, April'23-June'23)
 - Objective :To perform a Comparative analysis of Deep learning algorithms on Weed Classification project. .
 - Performing weed classification based on various algorithm based model, and comparing the metric results.
 - Studied various concepts of Deep Learning like Data pre-processing, model architecture based on different algorithm, metric outcome and analysis of results.

Detecting the Type of Skin Cancer using Deep Learning

(Guide:Miss Garima Sharma, Jan'23 - March'23)

- Objective: Detecting and Classifying the type of Skin Cancer using Deep Learning along with its frontend using and learning HTML,CSS.
- Understanding Data set and performing Data Pre-processing steps like normalization, Data Augmentation and further following the Deep Learning pipeline.
- o Studied concepts like CNN Algorithm, Neural Networks and Deep Learning concepts

• Herbarium Plant Classification based on Machine Learning

(Guide:Miss Garima Sharma , Oct'22 - Dec'22)

- o Objective :DataSet analysis of WII dataset on plant species. .
- o Performing various studies on the dataset and making a model to classify plant
- Studied various concepts like Dataset cleaning, Data Analysis, making model by reviewing correlation between different variables.

• Rock/Paper/Scissor game

(using python and tkinter library)

- o a simple gui game of rock paper scissor between player and computer.
- o made by basic knowledge of python and using tkinter library for the graphical interface of the game.

STRENGTHS

• Positive Attitude, Hardworking, Problem Solver.

INTEREST AND HOBBIES

- Solving Puzzles.
- Playing Chess, Sudoku, Table Tennis.