Aryan

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⬡ aa-ryan

Skills

Python ●●●○○
Working with data science libraries.

Java ●●●○○

C/C++ ●●●●○

SQL ●●●○○

Problem Solving ●●●○○

Database Management Systems ●●●○○

GIT ●●●○○

Extra-Curricular Activities

- Frequent participator in codeforces contests.
- Solving CTFs at picoctf and ctftime.

Profile

Team player, highly organised and detail-oriented, **fifth semester B.E. in Computer Science Engineering** from Dayananda Sagar Academy of Technology and Management. Served as a **team lead in Manthan-2021.** Would like to begin my career as a **software engineer** and work in **data sciences and engineering.**

Education

B.E. (CSE)
Dayananda Sagar Academy of Technology and Management ⧉
2019 – present
Secured **8.45 CGPA** till the fourth semester (currently in the fifth semester).

Class XII
M.G.M higher Secondary School ⧉
2018
Secured **70.4%**.

Projects

Predictive Crime Analysis ⧉
Manthan-2021
- Analysing sample historic data from emergency services and identifying crime-prone areas.
- Use of python libraries *numpy, pandas, functools, csv, math, matplotlib and pyspark.*

Flappy Bird ⧉
- A Java program for a classic arcade game called Flappy Bird.
- Use of libraries such as *Swing and awt (Graphics).*

PDF to Audio and a Music Player ⧉
- Python application to convert PDF to Audio.
- Use of libraries *PyPDF, gTTS (google-text-to-speech), pygame and tkinter.*

Youtube Downloader ⧉
- A youtube video downloader application using python.
- Use of libraries such as *Pillow, pytube, tkinter.*

QR code generator ⧉
- Python application to generate QR code when a text is given as input.
- Use of libraries *pyqrcode, pillow, pypng.*

Screen Recorder
- Screen Recording application using python.
- Use of libraries such as *PyQt5, OpenCV, PyAutoGUI.*

SimBall ⧉
- A Java program to simulate bouncing balls.
- Use of libraries as *Swing and awt (Graphics).*

Video Player ⧉
- Video player application using python.
- Use of libraries *PyQt5.*