AADISH GOEL

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EDUCATION

The NorthCap University, Gurugram, Harayana

B.Tech. in Computer Science | July 2015 - May 2019
CGPA - 9.51
Honours: NCU Deans List for Semester 1 to 6

D.A.V. Centenary Public School Huda, Panipat

XII : 88.60%
X : 8.8 CGPA

MAJOR PROJECT
Mozek.AI
Industrial Project
Jan 2018 - Dec 2018 (1 Year)

- Objective of the project was to let computer extract information out of verbal and non verbal data like Images, Videos , Audio.
- Key Applications were narrating the environment to a visually impaired person, Capturing Real-time Status of warehouse and Intrusion detection system.
- Key Concepts used were LSTM for Text Generation, Yolo (You only look once) Algorithm for Object Detection and CNN+LSTM Architecture for Image Captioning.
- Technologies used were Python, Flask, Tensorflow, Keras, Firebase, Flutter, Dart.
- Key Deliverables were REST API, Flutter Mobile Application for Android and iOS.

PROJECTS

Tic Tac Toe (Mobile Game)
https://github.com/aadishgoel2013/TicTacToe-Flutter

A native mobile game for both Android and iOS using Flutter and Dart 2

dangerDon (Music Website)
https://github.com/aadishgoel2013/dangerDon

A python and Django Music website with ranking capabilities for recommendation based on likes, dislikes and comments of the users on the albums .

Face Detection |Smile Detection | Face Recognition
https://github.com/aadishgoel2013/Face-Recognition
https://github.com/aadishgoel2013/Smile-Detection
https://github.com/aadishgoel2013/Artificial-Intelligence/tree/master/Face-Detection

With the help of Python 3, Open-cv. Involves creating dataset of faces and training on it and Then predection can be done by Mobile Phones.
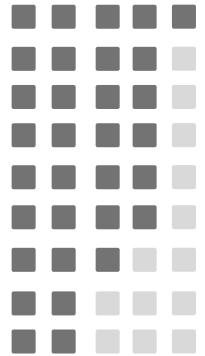
Undefatable Tic Tac Toe Bot
https://github.com/aadishgoel2013/Bot-Program-In-C
An Undefatable bot that can play both as 1st player or 2nd Player and tries to wins every game. Logic developed in C++ and interfaced with Python 3 for environment. Competed and Remain undefeated at hackerearth

SKILLS

- Python 3
- Machine Learning | Neural Network
- Data Structures and Algorithms
- Google Flutter (Mobile Programming)
- C/C++ Programming
- Unity 3d | Vuforia | Blender
- Django | Flask
- Hadoop | Java
- HTML | CSS | Bootstrap

INTERNSHIPS

Fidelity International
Technology-FTC (Summer Intern)
June 2018 - July 2018 (2 Months)

- Developed a Augmented reality Mobile application both for Android and iOS for enhancing the on-boarding experience of the new joiners.
- Technologies used were Unity 3d, C#, Vuforia, Php, Mysql.
- Developed couple of side projects including Programming for Drone, Leap motion for gestures and Face Recognition.

REWARDS AND RECOGNITION

- ASQ Intra College Case Study Competition Winner
- Campus Ambassador of GeeksForGeeks for 2018-19
- Qualified for Elimination Round of CodeChef Snackdown 2017
- Qualified for Round 1Hacker Cup by Facebook Annual Competition 2017
- Qualified for TCS Codevita Round 2.
- 1st Rank in Coding Competition by Computer Society of India
- 2nd in NCU Codespirint and NCU Codespirint-2 organized on Hackerrank
- Cyber Olympiad 2014 State Rank 2 and International Rank 199

PROFILES
- **Github :**   aadishgoel2013
- **LinkedIn:**   aadishgoel
- **Hackerrank:**   dangerDon
- **Hackerearth:**   aadish1
- **Codeforces:**   aadish
- **GeeksforGeeks:** dangerDon
- **Quora:**   Aadish-Goel

INTERESTS
- Competitive Programming
- Reading Novels
- Playing Badminton and Table Tennis
- Doing Yoga and Swimming