

# Abhijeet Sharma

[https://students.iitmandi.ac.in/~abhijeet\\_sharma/](https://students.iitmandi.ac.in/~abhijeet_sharma/)  
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## EDUCATION

### IIT MANDI

B.TECH IN COMPUTER SCIENCE  
ENGINEERING  
Exp. June 2019 | Gwalior, India  
CGPA: 7.94 / 10.0

### St. XAVIERS PUBLIC SCHOOL

12TH STANDARD  
Grad. May 2014 | Korba, India  
Percentage: 94.8%  
10TH STANDARD  
Grad. May 2012 | Korba, India  
C.G.P.A: 10/10

## LINKS

Github:// [abhijeet2096](#)  
Launchpad:// [abhijeet2096](#)  
LinkedIn:// [abhijeet2096](#)  
Quora:// [Abhijeet-Sharma-28](#)

## COURSEWORK

### UNDERGRADUATE

#### PURSuing

Deep Learning and Applications  
Software Design Pattern  
Paradigms of Programming

#### COMPLETED

Advanced Data Structure and Algorithms,  
Artificial Intelligence  
Database Practicum,  
Pattern Recognition  
Large Applications Practicum  
Computer Science for engineers

## SKILLS

Over 5000 lines:

C++ • C

Over 1000 lines:

Php

Over 500 lines:

Python • MySQL • HTML • CSS

Over 100 lines:

Javascript • Java

Familiar:

Aws IoT • Aws Greengrass  
Aws Lambda • Shell • Raspberry Pi  
Docker • Arduino Development Board  
GnuPlot

## WORK EXPERIENCE

### WINTER INTERNSHIP | SIEMENS TECHNOLOGY & SERVICES PVT. LTD.

Dec 2017 - Feb 2018

- Designed and Built a complete architecture to Monitor, Analyze & Forecast air pollution.
- Frontend - Grafana
- Backend - Docker, AWS IoT, AWS GreenGrass, Influxdb, Prophet, Kapacitor, Google Maps api

## ACADEMIC PROJECTS

### DRONE | OBJECT DETECTION AND TRACKING THROUGH DRONE

Feb 2017 – Present

- Designed prototype to detect a particular object and track it.
- Used modified STRUCK algorithm for object detection and MAVPROXY for drone navigation and control.

### PIXLR | A PLATFORM FOR UPLOADING PHOTOGRAPHS

Nov 2016 – Dec 2016

- A dynamic website dedicated for the artist and photographers to showcase their talent.
- Frontend - Bootstrap
- Backend - MySQL, Javascript, PHP

### DNA Tiles | BIOTECHNOLOGY-BASED ANDROID GAME

Oct 2016 - Nov 2016

- Build an Android Game like Piano Tiles
- Game helps in learning different GNOME sequences and rules regarding it.

### APS | AUTOMATIC PARKING SYSTEM

Feb 2016 – May 2016

- Designed and built an automatic parking system, which automatically parked the car to the nearest available slot
- increases efficiency by constantly monitoring the parking requirement based on available slots and location.

### HOME AUTOMATION |

Dec 2015 - Jan 2016

- Built a home automation system that controls various electrical equipments and is controlled via android application.
- System also automatically syncs between various devices.

### HAND GESTURE CONTROLLED ROBOT |

Oct 2015 - Nov 2015

- Built a hand gesture controlled robot using mobile accelerometer and android app.

## SOCIAL WORK

Feb 2016

- Part of a Campaign RIGHT TO EDUCATION in nearby village area.

## AWARDS

2016 Second Position in AVISHKAR '16 IIT Mandi.

## POSITION OF RESPONSIBILITY

AUG 2016 – JUNE 2017

- Club Coordinator Of Art Geeks (Art Club) IIT Mandi.