

# Akash Ramanand Rajak

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📍 Gujarat, India - 391410



## EDUCATION

- **SSC**

Gujarat Refinery English Medium School (GREMS)

Percentile : 98.95      Grade : A2

2014 - 2016

- **HSC - Maths, Physics, Chemistry**

Baroda High School, Alkapuri

Percentile : 92.06      Grade : B1

2016 - 2018

- **B - Tech Computer Science**

Indian Institute of Information Technology, Kalyani

Sem - 1 : 9.375 CGPA      Sem - 2 : 9.167 CGPA

Sem - 3 : 8.297 CGPA      Sem - 4 : 0.000 CGPA

Sem - 5 : 0.000 CGPA      Sem - 6 : 0.000 CGPA

Sem - 7 : 0.000 CGPA      Sem - 8 : 0.000 CGPA

2019 - 2023

## COURSES

- **Mathematics**

Linear Algebra, Probability and Statistics, Discrete Mathematics, Calculus and Differential Equation, Numerical Analysis and Computing

- **Computer Science**

Programming with C, Data Structures and Algorithm, Algorithm Analysis and Design, Computer Architecture, Formal Language and Automata Theory, Data Science (Python), Operating System, Object Oriented Programming (JAVA), Scilab, Qtspim

- **Electronics**

Digital Electronics, Analog Electronics, Data Communication, Signals and Systems

- **Others**

Physics, Ethics, Economics, Humanity (Psychology)

## LINKS

- [Github](#) [LinkedIn](#) [HackerRank](#)
- [CodeChef](#) [Codeforces](#) [LeetCode](#)

## PROJECTS

- **CaveMan - The Saviour** [\[Github Link\]](#)
  - A 2D physics-based game app created with Android Studio and with simple graphics.
  - It is an enemy killing game, where player need to reach the winning score by killing the enemies.
  - The game is also split in different level, making player to challenge different stages of enemy.
  - + *Features used* - Java, Android, Sqlite database
- **PasswordStrengthPredictor** [\[Github Link\]](#)
  - Built a NLP and ML model, to predict the strength of passwords, using csv dataset.
  - Used nltk library for NLP and numpy, pandas module for preprocessing purpose.
  - + *Features used* - Python(Numpy, Pandas, Seaborn), Logistic Regression, Jupiter Notebook
- **Dictionary** [\[Github Link\]](#)
  - Built an English dictionary using tkinter GUI.
  - For data set, used JSON data file.
  - Also implemented the case of word having interfaces (many meanings) and in case of any typo, developed the closest word matching technique.
  - + *Features used* - Python (json, Tkinter), Jupiter Notebook

## SKILLS

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- **Programming Languages**  
C, C++, Java, Python (Numpy, Pandas, Matplotlib, Seaborn, Tkinter), HTML-CSS, Scilab, MIPS Assembly Language
- **Technologies**  
Dev C++, Pycharm, Jupiter Notebook, Eclipse, Android Studio, Scilab, Qtspim, Git & Github, NLP, ML
- **Patterns & Practices**  
Object Oriented Programming, Competitive Programming
- **Languages**  
English, Hindi, Gujarati

## Events & Participations

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- Participated in Google Coding Competition - Hash-Code 2021, CodeJam 2021, KickStart 2021.
- Participated in Devfolio Hackathon HackData 5.0, with project BSM.
- Participated in Code Kaze'21, Code Frenzy - Online Coding Competition by Coding Ninjas.

## Certifications & Awards

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- [Code Kaze'21](#) | [Code Frenzy](#)
- [Android Study Jam](#) | [Winter Of Code](#)

## Interests & Hobbies

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- Competitive Programming
- Open Source

## EXPERIENCE

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- **Student Member of Winter Of Code**  
Developer Student Club - IIIT Kalyani
  - Mentored by : Omkar Ajnadkar
  - Project : Tabular ML (Built an end-to-end ML system for tabular datasets).
  - Participated in Android Study Jam.  
*JAN 2021 - MAR 2021 (3 mos)*