

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

- **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

- 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

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

Interests & Hobbies

- Competitive Programming
- Open Source

EXPERIENCE

- **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)