AZHAR ALI KHAKED
B.Tech - Computer Science and Engineering
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Ahmedabad - 382470, Gujarat, INDIA

EDUCATION

Nirma University   2016 - 2020
B.Tech - Computer Science and Engineering | CGPA: **7.78 / 10.00**

12th | CBSE | Aggregate: **89.20 / 100.00**   2016

10th | CBSE | Aggregate: **96.80 / 100.00**   2014

INTERNSHIPS

Rajasthan State Mines and Minerals Limited   May 24, 2018 - July 7, 2018

Key Skills: Machine Learning

I had implemented Machine program to predict the company's next years balance sheet. I used the skLearn library in python programming language to implement the program. A second program was created to predict a company's financial health on the basis of its balance sheet.

PROJECTS

Optimizing the traffic control at a traffic signal intersection with reinforcement learning   Jan. 10, 2019 - May 5, 2019
Mentor: Dr. Priyanka Sharma | **Team Size:** 2

Key Skills: reinforcement learning   python programming   sumo simulator

we wrote a python code to implement reinforcement learning to learn from a simulation of a road intersection traffic light running on sumo, an open source traffic simulation software. the simulation was made to run over and over in certain intervals. Q learning took place and the reward after each action was calculated. the state action table was updated accordingly.
the state action table once trained sufficiently could later be used to control the traffic lights.

Playing Driving Simulator with Hand gestures   July 20, 2018 - Nov. 20, 2018
Mentor: ITNU. Prof Pimal Khanpara | **Team Size:** 2

Key Skills: Python   deep learning   image recognition   unreal engine game develpment   unity 3d

we created a python application which would detect objects in real time using the webcam. To make this application we trained a deep learning model in keras to detect various gestures of the hand. We used the gesture and their location against the webcam as determinants for the controls of the vehicle.

we created a simple car simulation game on unreal engine and set the controls of the game as the keys which we had bound to our program. when a certain action was done a key down action was called which would eventually allow the movement of the vehicle in the game.

Organization: Sugarlabs.org   Nov. 19, 2017 - March 14, 2018
Mentor: Walter Bender | **Team Size:** 1

Key Skills: Python Programming

Open Source Development at Sugarlabs.org. Developed 2 gaming programs, NumberRush and WormyGame using Pygame library. Both the games have been nominated as public and are internationally available for download on sugar emulator or sugar laptops.

Real Time Face Detection and Animation   July 20, 2017 - Nov. 20, 2017
Mentor: ITNU-prof. Anitha Modi | **Team Size:** 1

Key Skills: Java Programming

Successfully completed an a Swing Application which Detects face and
Animates the face. The application superimposes an image on the live feed from the webcam. The image superimposed is placed in such a way that it gives the face a
certain animation, which could be anything from a hat on the head to a
pair of goggles on the eyes.

EXTRA CURRICULAR ACTIVITIES

- Volunteer teaching in nearby village
- Taking part in Debates and Group Discussions
- Played for the school basket ball and soccer team

PERSONAL INTERESTS / HOBBIES

- Developing Video games
- Sketching
- Travelling and exploring cultures

WEB LINKS / IMs

- WhatsApp - 7014000826
- LinkedIn - https://www.linkedin.com/in/azhar-ali-khaked-09a66114b/

PERSONAL DETAILS

Gender: Male

Marital Status: Unmarried

Current Address: 703, C Block, Belvedre Cluster, Godrej Garden City, Chandkheda, Ahmedabad, Ahmedabad, Gujarat - 382470

Emails: 16bce007@nirmauni.ac.in , azharalikhaked18@gmail.com

Date of Birth: Nov. 18, 1997

Known Languages: English, Hindi, Urdu, Gujarati, little Arabic and little French

Permanent Address: 503, star hitawala complex, Pulla, Bhuwana, Udaipur, Rajasthan - 313003

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