

Purushottam Choudhary

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in purushottam-choudhary-206bb9253 📌 Purushottam29

Summary

Motivated Computer Science undergraduate with a strong foundation in data structures, algorithms, and system design. Experienced in building full-stack applications and applying machine learning to solve real-world problems. Demonstrated ability to develop efficient, scalable software solutions through projects involving NLP, computer vision, and distributed systems. Passionate about tackling complex challenges, contributing to innovative technologies, and continuously learning in collaborative environments.

Skills

- Programming: Python, C, C++
- Concepts: Data Structures and Algorithms(100+ questions on Leetcode), TCP/IP Fundamentals, Distributed Systems, Machine Learning
- Web Development: HTML, CSS, JavaScript, React.js, Node.js
- Machine Learning and AI: Scikit-learn, TensorFlow CNN, NLP, SVM, DenseNet
- Tools and Platforms: Git, GitHub, Streamlit, VS Code, Jupyter Notebook, Linux

Education

Sharda University

B.Tech in Computer Science

Sept 2022 – June 2026

- GPA: 7.627

Hackathon

HackToSkill

*NSUT, Delhi
September 2024*

- Implementation of the SVD using Jacobi Algorithm on VLSI
- Used CODRIC algorithm to interpret the computational time of python function
- Converted C language to Hardware Description Language using Vivado

Projects

Breast Cancer Predictor with different model options

[Repo Link](#) 

- Developed a breast cancer prediction system that provides two model options(SVM and Neural Network) to choose from. Interactive website for easier user interaction. Uses ultrasound images as input.
- Tools Used: Python, TypeScript, Kaggle

Sign Language to Text Converter(In progress)

[Repo Link](#) 

- A real-time sign-to-text converter based on American Sign Language that uses camera to capture hand gestures and translates them into text, words, and sentences using computer vision and machine learning.
- Tools Used: Python, Jupyter Notebook

2D Metaverse(In progress)

[Repo Link](#) 

- Built a 2 dimensional metaverse where user can move and interact.
- Tools Used: Phaser

Hobbies

[Blog](#) 

Bloggng, playing competitive chess, reading books