AMIT SINGH RAJAWAT

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EDUCATION

Madhav Institute of Technology & Science Gwalior(M.P.), India
B.Tech in Information Technology (Artificial Intelligence & Robotics) Aug. 2020 - July 2024

- CGPA: 8.83 out of 10 (Till 6th Semester)
- Courses: Computer Architecture, Compiler Design, Theory of Computation, Database Management System, Machine Learning and Optimization, Operating System, Linear Algebra, Probability and Random Process, Design and Analysis of Algorithms, Computer Networks,Robotics System and Control.

SKILLS

Programming	C/C++ (Proficient), Python(Proficient),JavaScript.
Web Development	HTML, CSS, PHP, MySQL, Bootstrap, Express.js, Node.js, React, MongoDB, Socket.io.
Tools and Libraries	Latex, Git, Github, Linux, Pandas, Numpy, TensorFlow, Scikit-learn, OpenCV

EXPERIENCE

ML Research Intern May-2023 - July-2023
Madhav Institute of Technology & Science, Gwalior *Gwalior, India*

- Collaborated with the faculty, conducted experiments, analyzed data, and refined models to improve the accuracy on real-world projects.
- Wrote Research Papers on Iris flower species and Face monitoring system and publish them in an IEEE Conference.

Backend Developer March-2023 - April-2023
Punama Innovation *Work From Home*

- Worked on Live Media Network Website.

Full Stack Developer Jan 2022 - Dec 2022
Madhav Institute of Technology & Science, Gwalior *Gwalior, India*

- Created a dynamic website for registering students in NEC Courses, equipped with both an Admin panel and a Faculty panel.
- This website is designed to serve the college's registration needs efficiently.(Certificate Link)

RESEARCH WORK

- On Flower Species (Accepted for oral presentation at the IEEE Conference held in IIT Roorkee).
- On Face Monitoring System (Accepted for oral presentation at the IEEE Conference held in IIT Roorkee).
- On Phishing Detection (Communicated).
- On Parkinson's Disease (Communicated).

PROJECTS

Rainfall Prediction Using ML (Link) Mir Shahnawaz Ahmad Jan 2023 - April 2023

- Developed a machine learning model for rainfall prediction using historical weather data and relevant features. Contributed to improved planning and decision-making in agriculture, water resource management, and disaster preparedness sectors.

- Documented project methodology, model performance, and potential applications for accurate and reliable rainfall predictions.

Movie Recommendation System Using ML With GUI (Link) Mir Shahnawaz Ahmad Aug 2022 - Nov 2022

- Developed a movie recommendation system using machine learning techniques, leveraging user preferences and movie features to provide personalized recommendations.
- Implemented collaborative filtering algorithms and utilized recommendation models such as matrix factorization, Cosine similarity, content-based filtering. Conducted extensive data preprocessing, model evaluation to optimize the recommendation system's performance, resulting in improved user experience.

Novel Engaging Course Project — Live Project (Link) Mr. Atul Chauhan Jan 2022 - Jun 2022

- Developed and deployed a novel and engaging live project as part of the curriculum, aligning with the objectives of the National Education Policy (NEP) 2020, bringing a first-of-its-kind initiative to Madhya Pradesh.
- Successfully deployed the project, which has been running for 1.5 years, attracting thousands of registrations from learners across various backgrounds, fostering a dynamic and interactive learning environment.

Text-Classification-With-Tenserflow (Link) June 2023 - June 2023

- Developed a robust text classifier with applications in sentiment analysis, spam filtering, and document categorization, showcasing expertise in model training, evaluation, and optimization within the context of natural language processing.
- Leveraged the project to gain practical experience in TensorFlow, solidifying proficiency in machine learning methodologies and highlighting a passion for innovative technologies in the domain of text classification.

Multiplayer Pong Game (Link) May 2023 - May 2023

- Created an engaging multiplayer Pong game using socket.io, HTML, CSS, Node.js, and JavaScript, demonstrating expertise in web development, real-time communication, and interactive user interfaces.
- Integrated APIs to enhance game functionality, enabling seamless data exchange and dynamic gameplay features, showcasing proficiency in integrating external services into the project.

Phishing-Website-Analysis-Using-ML (Link) Mar 2022 - Mar 2022

- Developed a machine learning-based project for phishing website analysis, employing advanced algorithms and feature extraction techniques to accurately detect and classify fraudulent websites, enhancing online security and user protection.
- Implemented data preprocessing, feature engineering, and model training to build a robust classification system that effectively distinguishes between legitimate and malicious websites.

ACHIEVEMENTS

- Leetcode 500+ Problem solved & 1765+ Rating, GFG 300+ Problem Solved, Hackerrank 5 star at Sql and cpp, Two time Hacktoberfest Winner 2020, 2022, Qualified Google CodeJam 2022.