

ANANT SINGH

FINAL YEAR UNDERGRADUATE

EDUCATION

BACHELOR OF TECHNOLOGY (B.TECH), COMPUTER SCIENCE (2016 - 2020)

Jaypee Institute of Information Technology
Noida
CGPA: 6.8

XII (SENIOR SECONDARY), SCIENCE

Year of Completion: 2016
CBSE Board (D.A.V. Public School,
Kurukshetra)
Percentage : 89.80%

X (SECONDARY)

Year of Completion: 2014
CBSE Board (D.A.V. Public School,
Kurukshetra)
CGPA: 10.0

GET IN TOUCH

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Location

Noida, Sector-62

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CrossBox

github.com/anantSinghCross

anantsinghcross.github.io/



WORK EXPERIENCE

Internship at Anusthan Consultancy, Delhi

DURATION: 1st June - 20th July, 2019

POSITION: Web Designer & Developer

RESPONSIBILITIES:

- Designing an intuitive user interface for the website EDAPTLY (one of the company's sub-projects) based on the requirements, wireframes and other details I was supplied with.
- Interacting with the React Team for developing different frontend components that they required for the website (for e.g. Article Cards, Blog Cards, etc).
- Contributing with ideas for the website that provides an online platform for educational institutions to hold their quizzes, courses, tests, etc.

PROJECTS

Hand Gesture Recognition

- A trained model capable of recognition of hand gestures using **Convolutional Neural Networks (CNN)** and **OpenCV**.
- Model was trained using our own compiled dataset (with the help of a python script that captured preprocessed images from webcam) for training the CNN Model.

Handwritten Digit Recognition

- Trained a model for recognition of handwritten digits using **Neural Networks**. Model was deployed on web using python's backend framework **Flask**.
- Used MNIST-Handwritten-Digits dataset for training the model. Dataset contains pictures of handwritten digits. Each picture has a single digit on it.

Timber Note (Android App)

- An android app that lets user create and organize notes. App uses **Room Persistence Library** to store and manage data on the device.
- It has an intuitive design that helps user perform actions like creating, updating and deleting notes. User can perform search and use speech recognition feature to create notes. User can also use text formatting options like bold, italics, underline, strike-through and highlighting. ([Live on Playstore](#))

Quotistic (Android App)

- An android app that fetches quotes from **Firebase** (Cloud Firestore) and displays it to the user.
- It has minimalistic look and uses Google's **material libraries** for android. User can also copy the quotes (via a button) to the clipboard for latter usage. ([Live on Playstore](#))

Color Hexagon (Hyper Casual Game)

- A single screen 2D game that was developed using **Unity Game Engine**. This was a pet project that I indulged myself into purely out of curiosity for game development. ([Live on Playstore](#))

SKILLS

C++ | JAVA | ANDROID | UNITY ENGINE | NEURAL NETWORKS |
JAVASCRIPT | HTML | CSS

INTERESTS

STRATEGIC E-GAMING | MUSIC | ART | GAME DEVELOPMENT |
ANDROID & WEB DEVELOPMENT | NEURAL NETWORKS