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CAREER OBJECTIVE

Seeking a challenging position in a reputed organization where I can learn new skills, expand my knowledge and leverage my learning to make the best of my potential and contribute to the organization's growth. I want to be a part of an organization wherein I can effectively utilize my skills for my personal and professional development and for the organization with utmost dedication.

ACADEMIC DETAILS

Examination	University/Board	Year
Graduation:	Computer Science and Engineering Graphic Era Hill University, Dehradun	Undergoing
2017-18	High School/ ICSE	Guru Nanak Academy, Dehradun
2019-20	Intermediate/ ICSE	Guru Nanak Academy, Dehradun

TECHNICAL SKILLS

- Operating System: Windows, Linux
- Languages: C/C++, HTML/CSS, Java
- Software: VS Code, Eclipse, Code Blocks, Microsoft Office

PROJECTS

- **Car Price Prediction System**
You are required to model the price of cars with the available independent variables. It will be used by the management to understand how exactly the prices vary with the independent variables. They can accordingly manipulate the design of the cars, the business strategy etc. to meet certain price levels. Further, the model will be a good way for management to understand the pricing dynamics of a new market.
- **Banking Management System using C++.**
Performing like deposit money, withdraw money, transfer money, change password, etc. Learnt about practical implementation of C++ and created classes and also done the implementation of different types of inheritance.
- **Cartoonifying An Image Using Deep Learning**
Sure! The computer science project aims to create a system for cartoonifying images using deep learning techniques. It involves training a neural network on a dataset of images, teaching it to transform regular photos into cartoon-style images. The process includes applying various artistic filters and stylization methods to emphasize outlines, simplify colors, and create a whimsical, cartoon-like effect. The project explores the intersection of computer vision and machine learning, demonstrating how advanced algorithms can bring creative transformations to digital imagery.

- **E-Voting System**

Voting based on electronic voting systems performing like adding voter to the voter list, verifying voters, counting of votes, difference of votes between winner and the Loser.

STRENGTHS

- Team Player,
- Good Listener
- Adaptive

CO-CURRICULAR ACTIVITIES

- Participated in various competitions like C-Quiz, Fandango.
- Organized an event named fiesta in college.

ACHIEVEMENTS

- In the year 2019 I trekked 22 km of trek of Kedarnath temple without any practice or any preparations.
- Playing for an interschool competition I won a trophy in a volleyball tournament.

HOBBIES

- Travel to random and unknown places
- Sports capture my interest.

DATE -
PLACE-

NAME -ANUJ VERDHAN