Anurag Singh

Aspiring Software Developer

A Computer Science student pursuing B.Tech in computer science engineering Intending to acquire a position that best utilizes my knowledge skills and competencies.

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📱 7505528143

📍 Dehradun

🖥 anurag-singh2001.github.io/anurag-singh-portfolio/

in linkedin.com/in/anurag-singh-2001

⌨ github.com/anurag-singh2001

EDUCATION

B.Tech in Computer Science Engineering
University of Petroleum and Energy Studies (UPES)

09/2020 - Present,   *Dehradun, India*

SKILLS

C/C++ Python JavaScript Data Structures

Software Development Full Stack Web Development

Machine Learning Data Science

WORK EXPERIENCE

Full Stack Web Developer Intern
Umbeo Technologies

06/2022 - 08/2022,   *Dehradun, India*

Achievements/Tasks

- During my internship, I was responsible for creating websites for clients. One notable project I worked on involved utilizing React.js to develop a feature that displays the user's location on a map and allows them to modify it based on their preferences.

Technical Content Writer 🔗
GeeksforGeeks

02/2023 -04/2023,   *Dehradun, India*

Achievements/Tasks

- I have published my first article on GeeksforGeeks titled "Image Classification using Support Vector Machine (SVM) in Python"

Achievements

Participated in a hackathon organized by CSI and cleared some rounds

Officially completed Hacktoberfest Challenge 2020 Successfully

Completed 30 days of Google Cloud Challenge

My article Published on GeeksforGeeks

PERSONAL PROJECTS

Sorting visualizer (05/2022 - 05/2022) 🔗
- I have used JavaScript for all sorting algorithms and used HTML CSS for the frontend in this project, I have worked on bubble sort selection sort insertion sort merge sort quick sort heap sort and in the end, there is Time Complexity given for every sorting algorithm

My Meet App (09/2022 - 09/2022) 🔗
- For my project, I developed a WebRTC-based app that enables users to conduct group video calls by sharing a unique identifier generated by the app. This project involved using WebRTC API, which facilitates audio and video media capture and streaming, as well as data exchange between browsers without the need for an intermediary.

Motion Control Snake Game (06/2022 - 06/2022) 🔗
- In my project, I utilized the PostNet model to detect the real-time position of the wrist and enable the snake to move in the direction of the wrist. To implement this model in-browser, I leveraged TensorFlow.js.

A.I TicTacToe Game (10/2022 - 10/2022) 🔗
- My project is an A.I. TicTacToe game that was developed using HTML, CSS, and JavaScript. The game features an implementation of the MinMax algorithm, which enables the A.I. player to make optimal moves in real-time gameplay.

CERTIFICATES

Deep Learning Essentials by IBM (08/2022)

Technical Support Fundamentals by Coursera (06/2021)

Foundations: Data, Data, Everywhere by Coursera (05/2021)

AWS Machine Learning Foundations by Udacity (04/2021)

LANGUAGES

English
Full Professional Proficiency

Hindi
Native or Bilingual Proficiency