

# AVINASH GUPTA

Prayagraj, Uttar Pradesh

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🌐 <https://github.com/avianjjai>    🏠 <https://www.hackerrank.com/avianjjai>  
<https://leetcode.com/avianjjai>

## EDUCATION

**Motilal Nehru National Institute of Technology, Allahabad**

**2021 – 2023**

*M.tech - Computer Science & Engineering - CPI - 9.0*

*Prayagraj, Uttar Pradesh*

**Bundelkhand Institute of Engineering & Technology**

**2017 – 2021**

*B.tech - Computer Science & Engineering - Percentage - 78.58%*

*Jhansi, Uttar Pradesh*

## TECHNICAL SKILLS

**Languages:** Python, Java, C, C++, HTML, CSS, JavaScript, PHP, SQL, Threading, Machine Learning(ML)

**Developer Tools:** VS Code, Jupyter Notebook, Git, Google Colab

## PROJECTS

**Mtech Thesis: DDoS Attack Detection.** | Python, ML, Google Colab

**August 2022 – Present**

- Conducted research and developed an Mtech thesis focused on DDoS (Distributed Denial of Service) attack detection, demonstrating expertise in cybersecurity and machine learning.
- Leveraged Python libraries such as scikit-learn, TensorFlow, or Keras for data preprocessing, feature engineering, and model training.
- Implemented feature selection techniques and dimensionality reduction methods to optimize model performance and reduce computational complexity.

**Video-Conferencing** 🗑 | Python, Socket, Tkinter, OOPS, VSCode

**March 2022 – April 2022**

- Designed and build a Video Conferencing application in Python, showcasing proficiency in socket programming and network communication protocols.
- Created a user-friendly graphical interface using the Tkinter library, providing an intuitive and visually appealing experience for users.

**Tic-Tac-Toe** 🗑 | Python, Socker, Multi-threading, OOPS, Tkinter

**Jan 2022 – Feb 2022**

- Developed a Tic-Tac-Toe game using Python, Socket programming, and Tkinter GUI framework.
- Implemented network communication between the server and clients using Python's Socket module, enabling real-time game updates and synchronization.
- Employed OOP concepts such as encapsulation, inheritance, and polymorphism to create modular and maintainable code for the Tic-Tac-Toe game.

**B-Secure** | Python, Tkinter, Security

**Feb 2021 – May 2021**

- Developed B-Secure, a Python application with a user-friendly graphical interface using the Tkinter library, showcasing expertise in GUI development.
- Designed and implemented security features to protect sensitive data, demonstrating a strong understanding of secure coding practices.

**Result-Crawler** 🗑 | Python, Crawling, Web-Scraping, BeautifulSoup

**May 2019 – June 2019**

- Python was used to design and create a Result-Crawler application, showcasing the knowledge of web scraping and data extraction methods.
- Utilized libraries such as BeautifulSoup and requests to navigate web pages, extract HTML elements, and scrape desired data.

## EXTRA-CURRICULAR

**Computer Science Students' Council - Cossco , BIET Jhansi**

**2020 – 2021**

- Management Team Member.

*Jhansi*

## ACHIEVEMENTS

- Rank 1 in Mtech Computer Science & Engineering Department
- UGC NET 2022 - Marks: 170, Qualified for Assistant Professor
- Gate 2021 - Score: 624, Rank - 1630