



Avinash Barik

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EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Tech., CSE	National Institute of Technology, Durgapur	7.33	1st Year
M.Sc.	West Bengal State University	8.57	2022
B.Sc.	West Bengal State University	64.13%	2020

PROJECTS

- Major Project: Bengali Handwritten Answer Script Evaluation using NLP & Deep Learning** *ongoing*
Tools: Python, TensorFlow, OpenCV, EasyOCR, NLTK, Flask
 - Developed a hybrid NLP-CV model to automatically recognize and score handwritten Bengali exam answers.
 - Employed OpenCV for preprocessing scanned handwritten scripts and EasyOCR for extracting textual content.
 - Applied custom-trained BERT-based embeddings and similarity scoring to evaluate semantic correctness against model answers.
 - Integrated a web interface with Flask to upload scripts, process results, and generate evaluation reports.
- Final Year Project: AI-Based Resume Shortlisting System** *Jan 2022 – Apr 2022*
Tools: Python, Scikit-learn, Flask, HTML/CSS, JavaScript, Pandas
 - Developed a web-based tool to help HR teams automatically screen and rank resumes based on job descriptions using AI
 - Used text preprocessing and TF-IDF vectorization to extract features from resumes and job posts
 - Trained a Logistic Regression classifier to match resumes with the job's key skill requirements
 - Built a clean and responsive frontend using HTML, CSS, and JavaScript, connected to a Flask backend
 - Significantly reduced manual effort in shortlisting during mock hiring events
- Personal Project 1: College Feedback Management System** *May 2023 – Jun 2023*
Tools: HTML, CSS, JavaScript, PHP, MySQL
 - Built a web application for collecting and analyzing student feedback on courses and faculty
 - Implemented secure role-based access for different users and generated real-time analytics reports
 - Improved feedback management efficiency and reduced administrative overhead
- Personal Project 2: Candy Match Game UI Design** *Aug 2024 – Oct 2024*
Tools: Figma, Canva (Assets), HTML/CSS (Prototype)
 - Designed an engaging UI prototype for a Candy Crush-style match-3 puzzle game using Figma
 - Created colorful tile designs, score indicators, and level progress bars to simulate a mobile gaming interface
 - Designed start screen, game board layout, and win/lose animations using interactive components
 - Used Canva to design themed icons and candy elements for visual appeal

SKILLS

- Programming Languages:** Python, C, C++, Java, JavaScript, PHP
- Web Technologies:** HTML5, CSS3, Bootstrap, MySQL
- Machine Learning AI:** Scikit-learn, TensorFlow, NLTK, Keras
- Computer Vision OCR:** OpenCV, EasyOCR
- Natural Language Processing:** BERT, NLTK, TextBlob
- Tools Platforms:** Git, GitHub, Jupyter Notebook, VS Code, Flask
- Operating Systems:** Linux, Windows

CERTIFICATIONS

- **Coursera**, Natural Language Processing Specialization – DeepLearning.AI *2024*
- **Coursera**, Git and GitHub for Developers *2022*
- **Udemy**, Python for Data Science and Machine Learning Bootcamp *2022*
- **TCS CMS**, Full Stack Web Development with PHP and MySQL *2020*

ACHIEVEMENTS

- Secured All India Rank under 1000 in GATE CSE 2023
- Achieved 1st position in college-level AI & Innovation Hackathon, 2022
- Successfully completed NPTEL course on Computer Vision with 75% score
- Completed over 100 problems on LeetCode and GeeksforGeeks

POSITIONS OF RESPONSIBILITY

- **Teaching Assistant, DBMS Lab, NIT Durgapur** *2025*
- **Project Team Lead, M.Tech Semester Project** *2025*
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