AYUSH **S**HARMA

ayusharma14122003@gmail.com | +918750880297 | github.com/ayusharma03 | g.dev/ayusharma03

Education

Raj Kumar Goel Institute of Technology, Ghaziabad

• Branch (CSE AIML) | SGPA: 7.12

K.D.B. Public School, Ghaziabad

• AISSCE (Class XII), Aggregate: 85

• AISSE (Class X), Aggregate: 78

2018 - 2019

Skills

Java | Python | MySQL | Android Studio | Flutter | Github

Projects

Psych Al May'23

An NLP-based tool that assesses mental health through user text inputs, offering accessible solutions and support

- Objective: Delivers personalized mental health assessments, enhancing access to services, *making mental health services more accessible.*
- Technical: Utilizes diverse data for accurate, unbiased diagnostics and aids psychological research

OrbQuest 3D Nov'23

OrbQuest 3D is an immersive first-person 3D game developed with Unity 2022.3.

- Objective: Navigate a virtual forest to collect 50 orbs, offering an engaging experience for all player levels.
- Technical: Features intuitive controls, dynamic 3D graphics, and smart AI for adaptive difficulty, enhancing immersion.

Certifications

Amazon Web Services Academy

Jan'23

- Cloud Foundations
- Academy Machine Learning

IBM Coursera Nov'23

Exploratory Data Analysis for Machine Learning

Meta Coursera Jan'23

Programming in Python

Academic and Extracurricular Achievements

- Shortlisted among the top 10 teams out of 200 in an ideation competition organized by LearnowX and Cloud Analogy.
- Won a prize in an ideation competition organized by the Department of Entrepreneur Innovation and Incubation at college.
- Participated in a 2-day workshop and line-following robot competition organized by the IEEE Student Branch.
- Participated in the national-level project competition Abhyudaya'23.

Positions of Responsibility

CSISB (Computer Society of India, Student Branch) | Core Member

May'23 - Present

Coordinated Guest Lecture on full Stack Development

AiHacks | Vice President