



Kunjal Panchal

Computer Science Major, The Maharaja Sayajirao University of Baroda



Education

- 08-2015 - present
- Maharaja Sayajirao University, Vadodara (MSU)**
 - BE in Computer Science and Engineering
 - First Class with Distinction in all 7 semesters
 - Ranked **first** in 6 out of 7 semesters
 - **Highest Aggregate** till 7th semester
 - **Student of The Year** award winner

- 06-2012 - 04-2015
- Kelavani Trust Vidyalaya**
 - Higher Education : Percentile 99.48, Percentage - 88.7
 - Secondary Education : Percentile 99.92, Percentage - 93.5



Experience/ Projects

- 01-2019 - present
- Project - Medical Image Processing on Skin Cancer**

Semester 8 - Final Year Project

 - Project Description:

Two methods to detect skin cancer from dermatoscopic images of carcinogenic moles are examined: one is of unsupervised learning where we process the image using its visual characteristics and the other one is of supervised learning where we use a neural network to learn decision paths for either the image is malignant or benign and then input any new/ different image to make decision. The image processing part has pre-processing section where we remove hair or scale marks from the image.

- 06-2018 - present
- Internship/Project - A Study and Library Student Portal**
 - Under the guidance of Java, Operating Systems and Client-Server Architecture instructor **Dr. Mamta Padole**.
 - Project Description:

Convert OS simulations which were in Applet form to Swing application and embed those on web page using Jnlp.

- 06-2018 - 12-2018
- Project - Handwriting Recognition System through Neural Networking**

Semester 7 - .NET Framework

 - One half of a .Net project team; leader, designer and coder
 - Project Description:

The goal was to implement OCR (Optical Character Recognition) through a neural network in .NET Framework.

Making a website as a free utility to convert handwritten text into computer-recognized character stream

The website also consists of an admin panel where an authorized



Personal Info

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Date of birth
04-04-1998

GitHub
<https://github.com/astuary>

LinkedIn
<https://in.linkedin.com/in/kunjal-panchal-07a0b514b>



Certificates

1. National Talent Search Examination Secondary: Top 100 in Science and Mathematics
2. National Talent Search Examination Higher Secondary: Qualified for Round 2
3. All India Essay Writing Event: Honorable Mention
4. Community Science Center: Winner of Conmat Cosmopolitan Tree Garden Award

Softwares/ Games made for personal learning purposes

- Ping-Pong game
- Tetris
- Rogue-like zombie shooter
- Basic game engine in C++ and OpenGL

person could modify the existing network and make new ones.



Sports - Tennis for physical exercise

Pixel Art - Making pixel art/ sprites/ concept arts as a hobby

Game Developing - The best way to combine graphics and AI skills along with puzzle solving ability

eSports - Because I think competitive and professional gaming is the future

Photo Blogging - a night time scenario photo blog which I created to know about new places

06-2018 -
12-2018

● **Project - A Vector Graphics Editor**

Semester 7 - Computer Graphics

- One third of a Computer Graphics project team and leader
- Project Description:

A graphics editor just like MS Paint but not rasterized, it didn't store the bitmap but the vectors on the canvas.

Implemented all the basic functions provided in a graphics editor eg. Move, Scale, Rotate, Change color, Fill color, Save, Open.

The whole editor is made for Borland Graphics Interface in C

06-2018 -
12-2019

● **Project - A "Tetris" game in Borland Graphics Interface**

Semester 7 - Computer Graphics

- One third of a Computer Graphics project team and leader
- Project Description:

A classic game's adaptation to implement the basic graphics primitives. Learned how to do mouse + keyboard input interfacing

The rasterized graphics implementation from the very basic "line" functions was the goal achieved successfully

01-2018 -
04-2018

● **Project - Battleship Desktop Game**

Semester 6 - GUI and Java

- One half part of a two student team; Played the roles of a **Designer, Coder and Programmer**
- Project Description:

Another classic board game adaptation made purely in JAVA

01-2018 -
04-2018

● **Project - A wildlife tour guide Website**

Semester 6 - Database Management System

- One half part of a two student team; Played the role of **Database Designer**
- Project Description:

A touring service made to showcase database designing skills with 18 entities and relations between them.

12-2017 -
02-2018

● **Campus Leader**

Google Developers' Student Club

- Putting our campus among other 183 from across India.
- Main tasks were to spread awareness about IoT to the businessman and the people having small enterprises so that they can efficiently incorporate Internet in their business, for better yield.
- To teach basic computational tasks to elderly; like paying bills online, making spreadsheets to keep track of their shopping lists etc