Shikhar Agrawal

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OBJECTIVE:

To make a sound position in the corporate world by working enthusiastically to achieve the goals of the organisation with devotion and hard work and to seek challenging assignments and responsibilities with an opportunity for growth and career advancement.

TECHNICAL SKILLS:

- Expertise: Python, Embedded C (Arduino)
- Proficiency: C, C++, Java, AI/Machine Learning
- Intermediate Knowledge: Web Development, Android App Development

TRAINING AND CERTIFICATION:

- C Programming — 16,Sep'14 - 14,Nov'14
  Institute – Seed InfoTech — Grade – A+
- C++ Programming — 8,Dec'14 - 28,Jan'15
  Institute – Seed InfoTech — Grade – B
- Diploma in Java — Feb'16 - Jun'16
  Institute – Mind Scripts — Grade – B
  Training – IBM Career Education

PROJECTS:

- **Final Year Project** — Jun'2017 – Present
  - Team Size : 3
  - Problem Statement: Enabling Nao Robot to Detect Gestures using Image Processing.
  - Project Type: Funded by IBM through University Company relations.
  - Guide: Dr. Mrs. V. Y. Kulkarni (Designation: H.O.D. of Computer Department)

- **IndiaHacks 2017 Hackathon Project** — March'2017 – Present
  - Team Size : 2
  - Problem Statement: Emotion Detection Using Speech, Text and Video Analysis.
  - Project Type: Hackathon Project.
  - Skills Used: Machine Learning, Desktop App Development
  - Video Link: https://youtu.be/QGmNIWI8KNU

- **SIGMA - Sign Interpreting Gloves Morphing Audio** — Jun'16 – Dec'16
  - Role Played : Team Leader (Team Size : 4)
  - Skills Used: Arduino, Python, Signal Processing, Electronics, Embedded Sensor.
  - Problem Statement: Wearable gadget that detect gestures performed by humans and send the data to computer or mobile device. Then this data can be used in many applications such as.
    - Converting Sign Language into Speech.
    - Playing games.
    - 3D modelling.
  - To know more about this project visit : www.quadcorepro.com

- **Chess Playing Robot** (Individual Project) 2016 – 2017
  - Role Played : Designer, Developer, Tester
  - Skills Used: Arduino, Python, Java, Electronics, Mechanical Skills, Artificial Intelligence.
  - Problem Statement: This is a robot which plays chess with human. It reads the move made by human computes a counter move, using artificial intelligence and makes the move.
  - To know more about this project visit : http://www.chessbot.tk/
- **Smart India Hackathon 2017** Jan'2017 – April'2017
  - Role Played : Team Leader (Team Size : 6)
  - Skills Used: Presentation, Python, and Machine Learning.
  - Problem Statement: Monitoring mechanism for passenger throughput at various check-in counters and SHA at airports by AAI.
  - To know more about this project visit : http://www.hackathonteamshield.tk/

ONLINE PROFILES:

- Competitive Coding: www.hackerearth.com/@codershikhar
- GitHub: github.com/codershikhar

TECHNICAL AREAS OF INTEREST:

- Computer Vision
- Machine Learning
- Data Analysis
- Software Development
- Website Development
- Robotics

ACHIVEMENTS:

- Finalist (Top 15) IndiaHacks 2017 Hackathon By HackerEarth
- Finalist in Smart India Hackathon 2017
- Ranked Top 50 in HackerEarth Live Challenge - Code Arena (As of 3rd Sept 2017)
- State level Basket Ball Player (High School)

ACADEMIC QUALIFICATIONS:

Year	Degree/Certification	Institute	Percentage Secured
2017	B.E. (upto 6th sem)	Maharashtra Institute of Technology, Pune	65.56%
2013	Class 12th, CBSE	National Public School, Indore	PCM - 93.00% Total – 88.80%
2011	Class 10th, CBSE	Advanced Academy, Indore	CGPA – 7/10

STRENGTHS:

- Good oral, written & presentation skills
- High tolerance of stress and enjoys responsibilities
- Action-oriented and result-focused
- Lead & work as a team in an organized way
- Good time management skill
- Patient and self-aware

HOBBIES:

Basketball, Sketching, Poetry, Dancing