Devansh Srivastava

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Education

IIIT Naya Raipur — Naya Raipur, Chhattisgarh
Bachelor of Technology in Data Science and Artificial Intelligence — *November 2022 – August 2026*
CGPA: 9.29

Relevant Courses
DSA, Operating Systems, DBMS, Object Oriented Analysis and Design, Deep Learning, Computer Vision, Distributed Systems

Projects

Real Time Behaviour Analysis | ***Python, Tensorflow, Opencv, Mediapipe*** — April 2024 | github

- Developed a Machine-Learning Framework to observe the behaviour of students using pose estimation and facial expression recognition to improve the traditional classroom setting.
- Utilized Google's Mediapipe framework to estimate pose and developed Tensorflow's neural architecture to recognize facial expressions with 90% precision.
- Implemented a Machine-Learning framework that resulted in a 20% increase in student engagement during classroom activities.

AI Resume Screening System | ***HuggingFace, JavaScript, MongoDB, React*** — February 2024 | github

- Designed and deployed a web application to track resume applications for company as well as generate skill test based on the job description using generative AI with separate login for both users and companies.
- Integrated HuggingFace Word2Vec model and cosine similarity to calculate resume scores with an accuracy of 85%
- Leveraged Gemini API to generate skill tests that improved candidate-job match by 30%.

Asset Manager for Godot | ***C#, Godot, GDscript, Git*** — December 2023 | github

- Created a plugin for Godot Engine using C# that streamlined the acquisition and management of assets over Godot Engine.
- Successfully managed over 2000 assets within the Godot engine, improving overall project organization.
- Engineered an asset management plugin that reduced asset search time by 40%.

XenoAI | ***Unreal Engine 5.1, C++, Blueprint*** — June 2022 | github

- Designed a handcrafted level inspired by liminal spaces, enhancing player immersion, leveraging the AI system of Unreal Engine 5.1.
- Implemented AI using Decision Tree and various AI perceptions, achieving a 95% success rate in tracking down the player during testing.
- Optimized AI performance, reducing CPU usage by 20% compared to initial prototypes.

Achievements

- 1^{st} in AIML track (4th overall) in Hack-o-Harbour Hackathon, IIIT Naya Raipur

Technical Skills

Languages: C, C++, Python, Rust, C#,
Tools: Sql, Bash, Numpy, Pandas, Scikit-learn, Make, CMake, SCRUM,Tensorflow, OpenCV, LLM, PyTorch, Flask, Fast API, MongoDB, React
Technologies: GNU/Linux, Git, Github, Vim/Neovim, RaspberryPi, Unreal Engine 5, Godot, LaTeX