

# Udit Narayan Dixit

<https://portfolio-und-xi.vercel.app/>

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## EDUCATION

**Maulana Azad National Institute of Technology, Bhopal**

August 2022 – Present

Master of Computer Applications (MCA) CGPA: 9.24\*

Bhopal, India

**DR.VIRENDRA SWAROOP INSTI. OF COMPUTER STUDIES, KANPUR**

July 2019 – August 2022

Bachelor of Computer Applications (BCA) Percentage: 76.61%

UP, India

**Prabhat Public School R S Puram Kanpur, UP**

April 2018 - April 2019

XII-(PCM+CompSci) (CBSE) Percentage: 85.8%

UP, India

## SKILLS

**Languages** JAVA, JavaScript, SQL, Python, C++.

**Web Technologies** HTML, CSS, ReactJS, NodeJS, ExpressJS, JWT, Tailwind.

**Tools** Git, GitHub, MySQL, Mongo DB, Insomnia, Docker, ChatGPT, Gemini.

**Coursework** DBMS, Operating System, OOPS Concepts, Analysis and Design of Algorithms.

## Work EXPERIENCE

### • IBM Internship (AI-ML) – June 2024

- Developed a machine learning model using IBM's Auto AI to detect glaucoma, integrated with a web app connected to IBM Cloud API.
- Integrated a rule-based chat-bot in the web app, built using Watson Assistant, to address users' queries.
- Learned a lot during my internship at IBM, where I completed two courses: Getting Started with Artificial Intelligence and Artificial Intelligence Fundamentals.

## PROJECTS

### • Learn-Tech — JavaScript

[Github-Repo](#)

- Developed a responsive blog web app where admins can publish informative articles and tutorials on various technologies.
- Anyone can read from those articles and learn from it. To comment on any article user must sign in to the website.
- Built a full stack web application using the MERN stack.

### • Space Invader Game and AI Agent using Q Learning— Python

[Github-Repo](#)

- Created a 2D space invader game using Pygame, including player ship, enemy ships, and bullets, with movement and collision detection.
- Developed a DQN (Deep Q-Network) model using PyTorch with two convolutional layers, processing 4-channel 100x100 game states to output action Q-values.
- Designed an agent integrating the game state and model, executing actions per policy.
- Inspired by "Playing Atari with Deep Reinforcement Learning" research paper published by DeepMind.

### • Corporate Recruitment System — JavaScript

[Github-Repo](#)

- Designed a job portal where recruiters can post job listings and candidates can apply.
- In this website recruiters will be able to set quizzes for the job they have posted and candidates can take those quizzes.
- This project was built using React.js for frontend development and Node.js and MySQL for backend development.

## ACHIEVEMENTS & AWARDS

- Achieved the distinction of being a **finalist** in Rajasthan Police Hackathon 1.0. Creating solutions to real-world challenges.
- Secured an impressive **All India Rank of 280** in the highly competitive NIMCET Entrance Examination 2022.
- Successfully solved over 400 coding problems across multiple platforms, demonstrating strong problem-solving skills.
- Earned the "[Docker Essentials: A Developer Introduction](#)" certificate, solidifying my expertise in containerization.
- Awarded the [HackerRank Problem Solving Certificate](#), recognizing proficiency in algorithmic problem-solving.
- Completed the Kaggle "[Introduction to Machine Learning](#)" course, gaining foundational knowledge in machine learning.