

Khushi Singh

Preet Bihar,Rishikesh Road

Bhaniyawala,Dehradun

Email-id : khushisingh5716@gmail.com

Linkedin : <https://www.linkedin.com/in/khushi-singh-16a87a205/>

Github : <https://github.com/KhushiSingh006>

Mobile No.: 9548430311

ACADEMIC DETAILS

Examination	University/Board/School	Year	Score
Graduation:	Computer Science and Engineering Graphic Era Hill University, Dehradun	2024	8.5/10
Intermediate:	CBSE The Horizon School , Dehradun	2019	82.3%
High School:	CBSE The Horizon School , Dehradun	2017	8.8/10

TECHNICAL SKILLS

- **Operating System :** Windows, Linux.
- **Skills :** (C, C++, Java, Python, HTML5, CSS, Javascript, PHP, MySQL, React Js, Machine Learning, Node Js, MongoDB, Git, Github).

PROJECTS

- **Cloud Based Student Information Chatbot :** Developed a chatbot using languages HTML5, CSS and Javascript which is used to store student basic information.Talking about the features of a Chatbot it helps you knowing about students details of the student if any credentials regarding that student is entered.
- **Ecommerce Website:** I have learned how to create an ecommerce website using mern stack that is scalable and future proof. I have used React for frontend redux for state management, Node JS Express for backend with MongoDB as database. In this web application user can visit on the hosted website and can perform the various actions such as liking product, reviewing it, wishlist and most importantly user can also make a purchase if user is interested in buying .
- **Sorting Visualizer :** Developing a web application for visualizing a bunch of different sorting algorithms like selection sort, merge sort, bubble sort, insertion sort, quick sort with a functionality of speed control and array size control.
- **Smart Slippers :** A wearable device that based on the recognition of movement on the device in real-time, assesses the status of its user and sends messages about changes to the Android application.A sweat sensor added that will analyze the sweat and display appropriate results in case of extreme conditions.
- **Model to convert sign language to text and text to sign language:** The objective is to output the corresponding word based on a sign recorded in a video.Our Sign Language Recognition model uses hand landmarks - points of interest of the hand that we track - as input.Used Mediapipe open source framework for computer visions.

STRENGTHS

- Organised.
- Adaptive.
- Team Player.
- Problem Solver.

INTEREST AND HOBBIES

- Sketching.
- Playing Volleyball.
- Listening to Music.
- Playing Badminton.