

# GARGI SINGH

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## Education

<b>VIT Bhopal University, India</b>	<b>2022 - 2026</b>
• B.tech in Computer Science Engineering   CGPA: <b>9.01</b>	(expected)
<b>GVN The Global School, India</b>	<b>2022</b>
• CBSE (Class XII), Aggregate: 89.2%	
<b>Sagar Public School, India</b>	<b>2020</b>
• CBSE (Class X), Aggregate: 96.4%	

## Skills

Java | C++ | Python | Machine Learning | MySQL | HTML | CSS | JavaScript | Git | C# | Figma

## Work Experience

<b>Bharat Heavy Electricals Limited, Bhopal</b>   Student Intern	<b>Nov'24 – Dec'24</b>
<b>Project title:</b> Incoming & Anywhere-to-Anywhere Transportation Bill Processing System	
<ul style="list-style-type: none"><li>Developed a dynamic web-based form for capturing transportation charges and freight costs, streamlining the end-to-end bill processing workflow.</li><li>Engineered automated logic to calculate and display net payable amounts, significantly improving processing speed and accuracy.</li><li>Contributed to the automation of previously manual systems, resulting in reduced human error and increased operational efficiency.</li><li>Rapidly learned and applied new technologies, demonstrating adaptability and a strong learning curve.</li><li>Collaborated effectively with internal teams and incorporated feedback to continuously improve the solution.</li></ul>	
<b>Skills:</b> ASP.NET, C#, Oracle Database, Web Development, Team Collaboration, Automation	

## Projects

<b>HAND FACE RAPID RESPONSE SYSTEM (HFRRS)</b>   Python, Keras, TensorFlow, LSTM, OpenCV, NumPy
<ul style="list-style-type: none"><li>Engineered an AI/ML-powered system to detect SOS and emergency situations via real-time hand gesture and facial expression recognition.</li><li>Trained a hybrid LSTM-CNN model on a custom dataset, achieving a <b>notable accuracy of 89.7%</b> after <b>2000 epochs</b>, demonstrating high reliability in real-world testing conditions.</li></ul>
<b>Skills:</b> Python, Machine Learning, Deep Learning, Computer Vision, TensorFlow, Real-Time Systems

<b>SUDOKU DESKTOP GAME</b>   Java , JavaFX , FXML
<ul style="list-style-type: none"><li>Designed and implemented a Sudoku game with intuitive GUI and interactive gameplay tailored for desktop environments.</li><li>Strengthened event-driven programming concepts and game logic structuring through practical JavaFX development.</li></ul>
<b>Skills:</b> Java, JavaFX, GUI Development, OOP, Event-Driven Programming

## Certifications

- Cloud Computing Course – NPTEL (Top 1% Scorer)
- Bits and Bytes of Computer Networking – Coursera
- MATLAB Onramp Course – MathWorks
- Python Essentials Course – Vityarthi