# Gauri Manjith

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## Education

**Vellore Institute of Technology, Chennai** **Sep. 2022 – May 2024**
*Bachelor of Science in Computer Science with specialisation in AI and Robotics* *Chennai, Tamil Nadu*

## Relevant Coursework

- Data Structures
- Operating Systems
- Object Oriented Programming in C
- Python Programming
- Java Programming
- Microprocessors and Microcontrollers

## Organizations

**Google Student Developer Clubs** **Nov 2023 – present**
*Marketing Team Member* *Chennai, Tamil Nadu*

- Played a pivotal role in organizing DevsHouse, a prestigious 36-hour intercollege hackathon, contributing to its successful execution and widespread participation. .
- Organized marketing initiatives for numerous in-campus events, leveraging social media platforms to enhance event visibility and engagement.

**Android Club** **Oct 2023 – present**
*Outreach Team Member* *Chennai, Tamil Nadu*

- Demonstrated strong communication and negotiation skills in liaising with potential sponsors, effectively conveying the value proposition of partnering with the club
- Collaborated with team members to develop compelling sponsorship proposals and presentations, tailored to the specific needs and interests of potential sponsors.

## Projects

**Ayurvedic Plant Detection** | *Python, OpenCV* **November 2023**

- Developed a plant image classification system using convolutional neural networks (CNNs) with TensorFlow and Keras.
- Preprocessed a dataset consisting of images of plants using resizing, rescaling, and data augmentation techniques. Implemented a CNN architecture comprising convolutional and pooling layers to extract features from the input images.
- Trained the model using the Adam optimizer and employed the Sparse Categorical Crossentropy loss function. Acheived accuracy of 96%

**Dungeon Explorer Game** | *Python* **July 2024**

- Developed a 2D dungeon adventure game using Pygame and Pydantic, featuring multiple complex levels with diverse enemies, obstacles, and items.
- Applied OOP principles for modular and maintainable code, ensuring efficient game state management and smooth level transitions.
- Implemented advanced collision detection, time-based event handling, sound effects and animation for a seamless and immersive player experience.

**Distributed Training of CNN for MNIST Digit** | *Python,OpenCV* **January 2024**

- Developed and trained a convolutional neural network (CNN) model for digit classification on the MNIST dataset. Utilized TensorFlow and Keras to implement the CNN architecture, consisting of convolutional, max-pooling, and dense layers.
- Employed MirroredStrategy for distributed training across multiple devices, enhancing training efficiency and scalability. Preprocessed the dataset by normalizing pixel values and splitting it into training, validation, and test sets.
- Achieved an accuracy of 98% on the test dataset, demonstrating the effectiveness of the trained model.

## Technical Skills

**Languages**: Python, Java, C, HTML/CSS, JavaScript, SQL
**Technologies/Frameworks**: Linux, Git, OpenCV

## Certifications

**Game Programming in Python** **July 2024**
*Summer Course* *Technical University Of Berlin*

- Developed a multilevel game under the guidance of Dr Kristian Rother
- Obtained grade 1.0, highest grade in german grading system