Gaurav Giri

Self-motivated and hardworking computer engineering student with 3+ years of experience in programming and intermediate skills in AI/ML, data science, software-development, Linux system and cybersecurity. Have been doing competitive programming and recently working with GSM module to integrate home security alert system. Seeking to leverage first-hand experience with driverless car technology and integrated systems.

CONTACT

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EDUCATION

BE in Computer Engineering
Kantipur Engineering College, TU / Lalitpur / April, 2021 - Present

+2 Science
SOS Hermann Gmeiner Higher Secondary School Sanothimi / Bhaktapur / July, 2018 - April, 2020
GPA: 3.33

SEE
SOS Hermann Gmeiner Higher Secondary School Surkhet / Birendranagar / January, 2006 - July, 2018
GPA: 3.6

SKILLS

- Software Development - Skillful
- IoT (Internet of Things) - Skillful
- Artificial Intelligence (AI) & Machine Learning (ML) - Skillful
- Cybersecurity - Skillful
- Python, C, C++ - Experienced
- Operating System: Windows, Linux - Experienced

EXPERIENCE

Python Developer
Anmup Online / Kathmandu / May, 2020 - Present

* Developed bank verification system for verifying user's bank details.
* Developed employee monitoring system.
* Developed ID card image verification using CNN.
* Web Scraped various data and information from government and news portals.

PROJECTS

Chat Application
A server-client chat application using multi-threading and sockets from Windows and Linux APIs in C programming language as my first semester project.

https://github.com/gaurovgiri/chatchamber

Steganography
An image cryptography that encrypts data to the least significant bit of the image array.

https://github.com/gaurovgiri/steganography-lsb

Face Tracking System
Face tracking System that identifies the user's face and moves the webcam according to his movement through servo motor controlled by arduino.

https://github.com/gaurovgiri/face_tracking

Whats That Figure - A pictionary game
Whats That Figure is a multiplayer game created using QT Framework in C++. Sockets and Threads are used to handle clients and server. In this game, there are two players, a drawer and a guesser. The drawer submits a word and draws that word. The guesser guesses that word. The turn changes at the end.

https://github.com/gaurovgiri/WhatsThatFigure

LANGUAGE

Nepali ● ● ● ● ●

English ● ● ● ● ○

Hindi ● ● ● ○ ○

REFERENCES

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Udita Bista

Kantipur Engineering College /
Lecturer

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