

VIVEK GOYAL

EDUCATION

B.Tech (2019 - 2023), MRIIRS (Faridabad) CGPA : 7.9/10 (till 5th semester)
XII (SENIOR SECONDARY), SCIENCE Percentage: 81.8%
X (SECONDARY) CGPA : 8.8

SKILLS & ABILITIES

- Programming Languages: C, C++, Python.
- Web-Development: HTML, CSS, JavaScript, Bootstrap.
- Language known: Hindi, English, Spanish (Beginner).

PROJECTS

- **Multiplayer Tick-Tack-Toe Game for PC and mobile (HTML, CSS, JS)-**
Tic-tac-toe is a game for two players who take turns marking the spaces in a three-by-three grid with X or O. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row is the winner.
GitHub link -
<https://github.com/goyalvivek186/goyalvivek/tree/main/Files/Projects/Tick-Tack-Toe>
- **Snake Game for PC (HTML, CSS, JS)-**
The player controls a long, thin creature, resembling a snake, which roams around on a bordered plane, picking up food (or some other item), trying to avoid hitting its own tail or the edges of the playing area. Each time the snake eats a piece of food, its tail grows longer, making the game increasingly difficult.
GitHub link -
<https://github.com/goyalvivek186/goyalvivek/tree/main/Files/Projects/SnakeGame>
- **Personal Resume Website hosted with GitHub pages (HTML, CSS, JS)-**
Personal resume website with education details, skills, abilities contact details, projects, and more, hosted online with GitHub pages.
GitHub link - <https://github.com/goyalvivek186/goyalvivek>
- **Face Recognition and Detection (Python)-**
This project was made to identify authenticated users using face detection and recognition in OpenCV in Python.
GitHub link - <https://github.com/goyalvivek186/Face-Recognition>
- **Attendance marking using ML (Python)-**
This project was made to identify the valid students and mark their attendance (Name and Time of entry) in an excel file.
GitHub link - <https://github.com/goyalvivek186/Attendance-using-Face-Detection>

PUBLICATION

- **Journal of Xidian University**
Research paper on the topic of - Image Recognition using Deep Learning Techniques (<http://xadzkjdx.cn/Volume-15-Issue-6-June-21/>)

COURSE WORK

- a) Data Structure and Algorithm in C++ by Coding Blocks.
- b) AI for everyone by Coursera.
- c) Web-development by Internshala.

ACHIEVEMENTS

- Achieved 3rd position in Young Scientist Talent Test, 2018.
- Interview with India today (Halestein Food Labs team) for magazine dated March 23, 2020 (<https://www.indiatoday.in/magazine/education/story/20200323-experimental-by-choice-1654640-2020-03-13>).

POSITIONS OF RESPONSIBILITIES

- **Entrepreneur-CELL Manav Rachna (E-CELL)**
A member of E-CELL, MRIIRS Faridabad, from September 2019.
- **RESURRECTION-2K19 Manav Rachna (ANNUAL FEST)**
A member of the logistics team in Resurrection 2K19 (Annual Fest), MRIIRS from June 2019 to Nov 2019.
- **Anubhuti 2021 Manav Rachna (Tech Fest)**
Event coordinator at Project/product showcase event in Anubhuti 2021 (Tech-Fest), MRIIRS from Aug 2021 to Oct 2021.
- **Intern at Halestein Food Labs LLP**
Worked as a non- technical intern at Halestein Food Labs LLP. from 1 Sept 2019 to 30 Nov 2019.
- **Intern at Tackyon Motorsports Pvt Ltd.**
Worked as a non-technical intern at Tackyon Motorsports Pvt Ltd. from 1 Jan 2020 to 31 March 2020.

AREAS OF INTEREST

Movies, Web series, Novels, playing keyboard.
