G Shlok

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Motivated and detail-oriented engineering student pursuing B.E. in Information Science and Engineering at RVCE. Proficient in Front-End Web Development, Git, and DSA, with growing expertise in Machine Learning. Actively seeking opportunities to build scalable software solutions and apply AI for impactful real-world problems.

Skills

Programming Languages: C++, HTML, CSS, Python, JavaScript
Frameworks: React.js
Version Control: Git and GitHub
Concepts: Data Structures and Algorithms (DSA), Objected-Oriented Programming (OOP), Machine Learning

Achievements

- Consistently maintained high academic performance with a CGPA of 9.15 in engineering studies.
- Successfully solved over 50 data structure and algorithm problems on LeetCode, showcasing proficiency in coding and logical thinking.

Projects

Time-sink-estimator   github.com/gshlok/time-sink-estimator

- Developed an interactive web tool using **Streamlit** and **scikit-learn** to estimate the number of hours a user might spend on a video game based on preferences, tags, and play history.
- Implemented ML regression techniques to train on data and predict playtime patterns.

Gamestore - E-commerce Website   github.com/gshlok/gamestore

● Developed a frontend for a game store platform, like Steam, using React + Vite. Integrated the site with a fetch API to dynamically load game data (images, titles, descriptions) from the RAWG database, replacing static dummy data.

● This project enhanced my skills in API integration, responsive web design, and working with external data sources.

Education

RV College of Engineering – BE in Information Science and Engineering (9.15 CGPA)	2024 - Present
RVPB PU College – II PU (95.16%)	May 2024
SVEI – X CBSE Board (94.2%)	May 2022