

Education

Bachelor of Technology Electrical and Electronics Engineering CGPA: 7.85/10	Vellore Institute of Technology, Chennai June 2024
Class - XII Boards CBSE Final percentage: 92.6/100	DAV Public School, Chandrashekharapur March 2020
Class - X Boards ICSE Final percentage: 91.7/100	St. Vincent’s Convent School, Balasore March 2018

Skills

Programming Languages	Python, SQL, C, C++, Java, HTML, CSS, JavaScript
Tools and Software	Microsoft Power BI, Tableau, KNIME Analytics Platform, Microsoft Excel, Jupyter Notebook, MATLAB, Arduino IDE, LT Spice
Soft skills	Decision making, teamwork, active listening, adaptibility

Projects

Gesture-Controlled Robotic Arm Capstone Project	Winter 2024 VIT Chennai
<ul style="list-style-type: none">Designed a gesture-controlled robotic arm using Arduino and OpenCV to interpret hand gestures in real-timeImplemented OpenCV to process camera data and extract object coordinates, enabling the arm to locate objects based on user gestures.Utilized inverse kinematics to control the arm’s movement for precise object grasping and manipulation, potentially applicable in surgical assistance scenarios.	
Music and Mental Health Analysis Personal project	March 2024
<ul style="list-style-type: none">Conducted exploratory data analysis (EDA) on the MxMH survey dataset, revealing insights into the correlation between music preferences and mental health conditions.Utilized data visualization libraries in Python to analyze respondents’ favorite music genres, frequency of listening habits, and self-reported levels of anxiety, depression, insomnia, and OCD.	
Multiplayer Tic-Tac-Toe Game Personal project	July 2024
<ul style="list-style-type: none">Developed a multiplayer Multiplayer Tic-Tac-Toe Game using HTML, CSS, and JavaScript.Implemented game logic for turn-taking, win conditions (rows, columns, diagonals), and clear visual feedback for players.	

Languages

English	Full Professional Proficiency
Hindi	Bilingual Proficiency
Odia	Limited Working Proficiency