KRISH VAGHELA

B.Tech, Information and Communication Technology

EDUCATION

Dhirubhai Ambani Institute of Information and Communication Technology (DA-IICT)
CPI: 7.34

📅 July 2019 – Present   📍 Gandhinagar, Gujarat

SSV Campus (GHSEB)
Percentage: 77.84%

📅 2017 – 2019   📍 Gandhinagar, Gujarat

Ananya Vidyalaya (GSEB)
Percentage: 85.33%

📅 2016 – 2017   📍 Gandhinagar, Gujarat

SKILLS

Area(s) of Interest : DSA, OOPS, Android Development.

Programming Languages : C, C++, SQL(basics), Python(basics).

Tools and Technologies : VsCode, Github, Latex(basics), Matlab(basics), Figma(intermediate), PostgreSQL(basics), Adobe Photoshop(intermediate), main Adobe softwares(basics), Canva(intermediate).

Electives : DBMS, HBM, OS, HCI.

POSITIONS OF RESPONSIBILITY

Core Member of Photography & Movie Making Club
Managing/organizing photography related workshops & events

📅 April 2020 – Present

Core Member of Synapse
Handled Synapse's official insta account & it's content

📅 December 2020 – 2021

Member of Khelaiya Club
Competed in other colleges

📅 December 2019 – Present

Member of iFest
Serving as a Graphic Designer

📅 September 2020 – Present

INTERESTS

- Photography
- PC FPP Games
- Sprinting
- Music
- Art (sketching, painting, digital art)

PROJECTS

Flight Planning, Management and Tracking System:

📅 Sep 2021 - Dec 2021

- In this project, we have implemented a database system for planning, managing & tracking flights. We framed Software Requirements Specification (SRS) by doing requirement analysis. We used PostgreSQL to run queries on the data & applied the concepts of the E-R diagram.
- **Guide:** Prof. Minal Bhise

Application on MedCare:

📅 May 2022 - Present

- We created a medical app for patients and doctors to access their medical profiles as well as for booking appointments or to check appointments and rescheduling. We further want to add/train a Machine learning model to identify & classify symptoms into diseases.
- **Guide:** Prof. Tapas Kumar Maiti

Gaming Interface for Studying Mental Health:

📅 May 2022 - June 2022

- In this project, we researched assessing anxiety & other mental health symptoms based on the player's variable selection. We made a minimal game, which collected data & from that we could assess their mental state, & then provide an appropriate solution.
- **Guide:** Prof. Kalyan Sasidhar