Innocent Dengkhw Mochahari

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EDUCATION

Central Institute of Technology, Kokrajhar — Kokrajhar, BTR
Computer Science and Engineering, CGPA 8.9/10 (upto 4th Semester) — *Sep 2020 – July 2024*

Cotton University — Panbazaar, Guwahati
Higher Secondary in Science, Score 73.2/100 — *Aug 2017 – May 2019*

EXPERIENCE

Co-ordinator — Jan 2021 – Present
Coding Club CITK — *Central Institute of Technology, Kokrajhar*
- Serve as a Java Programming instructor during bootcamps and workshops, equipping students with essential skills and knowledge of successful software development
- Design and Develop club webpage and content including social media handles, fostering a cohesive online presence that aligns with club objectives
- One of the founding members of club aimed at cultivating coding culture within the institute, increasing student engagement in areas such as competitive programming and coding contest as well as leading institute projects, collaborating with other institutions and organizing events to advance these goals

ACTIVITIES

Library Information System | *Python, PyQt5, MySQL, CSS* — Jan 2023 – Present
- Developed desktop application with Python, PyQt5, MySQL Server and CSS
- Designed and Implemented a MySQL database for the application using MSQL Workbench
- Integrated login functionality, data manipulation features as well as user management capabilities

Webpage for Technical Clubs | *HTML, CSS, Bootstrap, PHP , MySQL* — July 2022 – December 2022
- Developed and maintained the Coding Club CITK website with HTML, CSS, PHP and MySQL
- Manage the Robotics Club website using Git Workflow
- Proficient in web development tools and technologies including Bootstrap, Jekyll and JavaScript

Monster Chase Game | *Unity, C#, Photoshop* — Jan 2022 – July 2022
- Developed a monster game using Unity and C#, gaining experience in game development and character rigging and animation
- Designed game assets using Adobe Photoshop, demonstrating skills in asset creating and visual design
- Acquired experience in Unity and C# programming concepts, including game logic and scripting

TECHNICAL SKILLS

Programming Languages: Java, Python, C, JavaScript
IT Constructs: Data Structures and Algorithm, Object Oriented Programming, DBMS
Backend Skills: MySQL, PHP
Frontend Skills: HTML, CSS, Bootstrap
Other Skills: Git Docker, Unity, Machine Learning

PROJECTS

Machine Learning and Computer Vision Project | *Python, C++, Cuda, Shell, Docker* — Jan 2023 – Present
- Conducting research on 3D Object reconstruction using deep neural networks
- Developing and Implementing occupancy networks to improve object reconstruction accuracy
- Incorporating texture-based 3D reconstruction techniques into current occupancy networks to enhance object visualization

Data Science and Autism Research Project | *Python, Tensorflow* — Jan 2023 – Present
- Utilizing machine learning techniques to detect autism using the Q-CHAT questionnaire
- Implementing image processing algorithms to analyze facial expressions and other features associated with autism
- Working with a team to collect and curate a large dataset of ASD-related images for analysis and research purposes