

SHRIDHAR NAGESH HEGDE

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Bengaluru, India

OBJECTIVE: To work in a healthy, innovative and challenging environment extracting the best out of me, which is conducive to learn and grow at professional as well as personal level so that I can explore myself fully and realize my potential.

EDUCATION

M S RAMAIAH UNIVERSITY OF APPLIED SCIENCES, BENGALURU
B.Tech in Computer Science and Engineering (CSE)

August 2016 - Present
7.7 GPA (as of 5 semesters)

SARASWATI PRE-UNIVERSITY COLLEGE, KUMTA
12th standard (+2)

June 2014 - March 2016
95.00 %

NIRMALA CONVENT HIGH SCHOOL, KUMTA
High School (10th standard)

April 2014
91.52 %

SKILLS

PROGRAMMING: C, C++, Java, Python, JavaScript, HTML, CSS, Haskell, SQL Database, x86 Assembly, Bootstrap, Android, Node JS

SOFTWARES: MATLAB, Octave, NetBeans, Eclipse, Android Studio, Greenfoot IDE, Premier Pro, Photoshop (Basic)

CERTIFICATIONS: How Google does Machine Learning, What is Data Science, Data Science Orientation, Python for Everybody, Version Control with Git (Coursera Online Certification)

EXPERIENCE

MACHINE LEARNING INTERN
Internity Foundation

June 2019 – July 2019
ML/AI

Implemented various Machine Learning models for many data sets. Data Cleaning in Data Preprocessing and Data Visualization implementation was done. Connected with many fellow interns remotely and developed a good network. Wrote blogs about Machine Learning topics on Medium.

WEB DEVELOPMENT INTERN
CBS Innovations, Bengaluru

June 2018 – August 2018
Web – Frontend

Worked as Web Developer for the company for three months where we developed a web application for “Bengaluru Team Outing”, an event hosting company that conducts marathons, trekking events etc.

PROJECTS, PUBLICATIONS & OTHER ACHIEVEMENTS

ONION ROUTING & REMOTE BIOMETRIC VERIFICATION – PAPER PRESENTATION
International Journal of Intelligent Computing and Technology (IJICT)

July 2019
Research Paper

Co-authored a paper titled “Remote biometrics verification as a remedy to child abuse in cyberspace using IOT & Onion Routing” at YGRC-19.

PYTHON LIBRARY – The project developed as a part of 6th semester B.Tech academics takes the picture of objects as input and gives their dimensions as output. This project was developed keeping in mind the need of such tool to automate the measuring of mechanical models developed by students.

WRITE OUT

June 2018

WEB APP - A blogging platform built using **Django**, a web framework for python.

FIX IT BENGALURU

November 2018

MOBILE APP - An android application built to solve problems of Bengaluru in various sectors using Real Time Database and Deep-Link UPI payment.

SMART WATER BILLING SYSTEM

October 2017 – December 2017

Project Team Lead**IoT**

A smart water billing system for efficient water management in Bengaluru using IoT was made for Innovate India competition by Texas Instruments.

INDIA INTERNATIONAL SCIENCE FESTIVAL (IISF)

October 2018

3rd prize at National Level**Cyberspace**

Won the 3rd prize for our presentation about “Safety of Children in Cyber Space”. It was a National Level science festival and the prize was distributed by the Union Minister for Science and Technology.

“CMRIT HACKS” – A 24 HOURS HACKATHON

May 2018

Winner**Android & Web****CODESPACE – NATIONAL LEVEL HACKATHON**

March 2019

Top 15 among 80 others nationally**Augmented Reality**

Built an Augmented Reality application in 24 hours to aid the education technology and was one of the top 15 finalist to present the idea before VCs.

INQUIZITIVE MINDS: NATIONAL LEVEL QUIZ COMPETITION

January 2018

South India level participant*Aptitude, Science, GK, Current Affairs*

EXTRA CARRICULAR

24 HOURS HACKATHONS: <CMR Hacks>, Hack it on 2.0, Make-A-Thon, Hackman, Codespace

IDEAL STUDENT AWARD: Given by Saraswathi P U College in 2016 during 12th standard for all round performance.

NATIONAL CHILDREN’S SCIENCE CONGRESS: Participant in the state level exhibition during 2012, 2013, 2014

TOP 3 DEBATER IN UTTARA KANNADA: Awarded by Canara Welfare Trust in 2015

SPORTS: Volleyball, Cricket, Badminton, Table Tennis, Throw Ball, Foot Ball