

SHRIDHAR NAGESH HEGDE

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Bengaluru, India

EDUCATION

NIRMALA CONVENT HIGH SCHOOL, KUMTA <i>High School (10th standard)</i>	April 2014 91.52 %
SARASWATI PRE-UNIVERSITY COLLEGE, KUMTA <i>12th standard (+2)</i>	June 2014 - March 2016 95.00 %
M S RAMAIAH UNIVERSITY OF APPLIED SCIENCES, BENGALURU <i>B.Tech in Computer Science and Engineering (CSE)</i>	August 2016 - Present 8.0/10 GPA (as of 6 semesters)

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 <i>Internity Foundation</i>	June 2019 – July 2019 ML/AI
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.	
WEB DEVELOPMENT INTERN <i>CBS Innovations, Bengaluru</i>	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

ONION ROUTING & REMOTE BIOMETRIC VERIFICATION – PAPER PRESENTATION <i>International Journal of Intelligent Computing and Technology (IJICT)</i>	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.	
GAATRA	February - May 2019
PYTHON LIBRARY – The project developed as a part of 6 th 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.	
INDIA INTERNATIONAL SCIENCE FESTIVAL (IISF) <i>3rd prize at National Level</i>	October 2018 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.

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.

“CMRIT HACKS” – A 24 HOURS HACKATHON

May 2018

Winner

Android & Web

CODESPACE – NATIONAL LEVEL HACKATHON

March 2019

Top 15 among 80 other teams 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