KANISHKA PRAJAPAT

Ph no.- 9602223953| kanishkaprajapatcode@gmail.com| https://www.linkedin.com/in/kanishkaprajapat

EDUCATION

VIT Bhopal University |Bhopal, Madhya Pradesh **Sept 2022- July 2026**
Bachelor of Technology (Computer Science Engineering with specialization in Gaming Technology) **CGPA**- 8.94/10
Our Lady of Pillar Convent School CBSE | Jodhpur, India
Higher Secondary Grades: 89.8% , Matriculation Grades: 92% **April 2018- June 2021**
Stream: Science (Math) with Computer Science

PROJECTS

Sentiment Analysis – NLP-Based Emotion and Sentiment Classifier

- Developed a machine learning pipeline for classifying sentiment and emotions from over **10,000 text samples** using Python.
- Preprocessed text with **tokenization, lemmatization, and stopword removal**; extracted features using **TF-IDF and Count Vectorizer**.
- Built and evaluated multiple models including **Logistic Regression, SVM, Random Forest, and Naive Bayes**, achieving up to **90% accuracy.**
- Visualized key patterns in emotion/sentiment distribution using Matplotlib and Seaborn.
- Optimized performance **through GridSearchCV, enhancing precision, recall, and F1-score metrics.**
- **Tools & Technologies:** Python, NLTK, scikit-learn, pandas, Seaborn, Matplotlib.
- **ML Techniques:** Supervised Learning, Hyperparameter Tuning (GridSearchCV), Evaluation Metrics (Precision, Recall, F1-score)

Zombie Apocalypse: An Immersive Survival Tale Game Role: Visual Designer & Game Environment Developer

- Designed and developed immersive 3D environments and visual assets for a horror game built on Unity.
- Focused on enhancing the visual appeal and atmosphere, aligning with the narrative of the survival genre.
- Prepared comprehensive documentation and reports for the game development process including asset workflows and game design decisions.
- Contributed to the successful acceptance of the project paper at **ICIPDIMS 2024, NIT Rourkela**.
- Currently collaborating on publishing the research paper in an academic journal.
- Tools & Technologies: **C# language, Unity, Blender**.

Redesigning of Hearing aids

- Revamped the design of hearing aids by integrating dual microprocessors and SOS safety features, reducing size by 40% and enhancing usability.
- Added features like Acoustic feedback and used **Tin-Silicon alloy casing** to lower production costs by 20%.
- The design is currently in the process of **filing for a design patent**.
- Aimed at making hearing aids more **affordable**, **discreet**, and **user-friendly**.

DocKnock – Revolutionizing Healthcare Accessibility

- Designed and built a web-based prototype to connect doctors and patients across underserved regions in India.
- Used **HTML, CSS, JavaScript, and Figma** to create an intuitive and responsive interface.
- Pitched the solution at **SAMPURNA'23** and secured **Top 3 among 250 teams** in a startup event.
- Currently engaged in further refining and expanding upon the core concept to extend its reach and impact

SKILLS

Languages: Hindi, English
Programming languages: Java, Python, MySQL, HTML, CSS, JavaScript
Others: Oracle Cloud, AWS, Blender, Unity.

ACHIEVEMENTS/CERTIFICATIONS

- SQL on Oracle Cloud Certification- Oracle
- Data Science with Python Certification- iamneo
- NPTEL- Cloud Computing Certification 2024
- Data Structures and Algorithms with Java Certification 2024
- Internal Hackathon Finalist in Smart India Hackathon 2023.
- Second runner-up at Startup-Wreck Sampurna'23 conducted by VIT BHOPAL UNIVERSITY.