

KANISHK BAJAJ

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EDUCATION

SRM Institute of Science and Technology
B. Tech **Computer Science and Engineering (CSE)**
○ **Current CGPA – 9.33 (Till 7th Semester)**

KTR, Tamil Nadu
September 2020 – June 2024

Salwan Public School
12th CBSE Board – PCM - **Percentage – 86.6%**

Gurgaon, Haryana
April 2019 – March 2020

Salwan Public School
10th CBSE Board – PCM - **Percentage – 83.2%**

Gurgaon, Haryana
April 2017 – March 2018

SKILLS

- **Coursework:** Data Structures and Algorithms, Operating Systems, OOPS (Object Oriented Programming), Web Development, Database Management System, Computer Networks
- **Frameworks/Languages:** C, C++, HTML, CSS, JavaScript, ReactJS, NodeJS, SQL, Bootstrap, Swift, Unity, Blender.

PROFESSIONAL EXPERIENCE

SRM - iOS App Development Trainee

October 2022 – November 2022

- got chosen among the **top 50** candidates from a pool of **over 1600 students** for enrolment in the esteemed Apple iOS App Development Training Program.
- Attained proficiency in **UI/UX design** coupled with foundational logical skills, adeptly diagnosed runtime errors, developed an outstanding **prototype** and **minimum viable product (MVP)**, and successfully presented the final pitch for phase 2.

MPL - Campus Ambassador

November 2021 – February 2022

- Orchestrated **strategic networking** and **promotional initiatives** for MPL eSport games through collaboration with the MPL student ambassador team as a college representative and drove exponential growth across all social media platforms.
- **Delivered product demonstrations** on campus to students, highlighting usability, features, and **USPs**.

PROJECTS

- **Gesture Controlled Virtual Mouse:**
 - Engineered an intuitive interface that's translates hand gestures into precise on-screen movements, allowing users to control cursor actions effortlessly.
 - The gesture-controlled mouse uses **convolutional Neural Networks (CNN)** for accurate gesture recognition and integrated **Google's MediaPipe framework** for real-time hand tracking.
 - addresses the inconvenience of carrying hardware mice or dealing with touchpads. Offers a portable and convenient alternative that can be used in various environments.
- **Portfolio Website:** <https://kanishk-portfolio.vercel.app>
 - Portfolio Website built using **ReactJS** which includes a home section, an 'about me' section, my projects and a downloadable resume section to have a look at my cv.
- **Aqua Run:** <https://nitish2101.itch.io/aqua-run>
 - An underwater themed endless runner game where the goal is to collect fishes within a limited amount of time to get points while dodging the obstacles that make you lose points. Built using **C# and unity3D**.
- **Test Paper Generator:**
 - Automates the process of generating high quality test papers for teachers and educators using **python** and various NLP libraries, including **NLTK, spaCy and Gensim**.

POSITION OF RESPONSIBILITY

Head of Game Development **Team Envision**, Head of Web Development **Aaruush SRM**, Technical Team Member **GDC SRM**, District level Volleyball, District level Football, Prithvi House sports captain **SPS GGN**.