KAUSHIK GUPTA

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OBJECTIVE

I am an ECE undergrad with a strong career objective of solving real-world problems. Being in the Second Year of My Undergrad Program I have worked extensively in building my skills by self-learning and trying out new innovative simple ways for the same, with regular Participation in Hackathons and workshops I test my skills for the real-world challenge, I am currently involved with an Educational Service Startup which caters to the language and grammar needs of students in the Category of Class 1-12. My role in my Current Organization has taught me skills in domains from Designing to Development. To be Work in a Prestigious Organization I want my skills to out shadow my college tag.

EXPERIENCE

APP DEVELOPER LANGUAGE NECTAR
2019-2021(CONTINUNING)
My main objective has been to develop a mobile application to learn the native languages of India creatively through a game, In the duration of my work, we increased our reach to 1K+ downloaders and 3+ schools in 2 years.

Marketing Executive IAESTE

2019-2021

My main objective was to increase the reach of our organization by making posters and conducting meetings and fun activities together overall our reach has increased by 200+ people in 1 year.

EDUCATION

SIKKIM MANIPAL INSTITUTE OF TECHNOLOGY, SIKKIM MAJITAR
BACHELOR'S IN ELECTRONICS AND COMMUNICATION JULY 2023

My ongoing CGPA is 8.21/10.0, I am pursuing my minors in the Internet of things.

Coursework: Probability and Statistics, Algebra, Design, and analysis of the digital system, Data structures, and communication systems.

ACHIEVEMENTS

I have qualified for Google code jam 21 Qualifiers Round with a rank of 18k rank, 350000 ranks in hacker rank Coding in Python, I have been awarded a gold medal in National Science Olympiad in the year 2018.

LEADERSHIP

Kaalrav Stage management is one of the biggest events in Northeast India, where my goal was to organize the stage and manage all the requirements of the performers and make sure the event was a success.

SKILLS | **LANGUAGES**, ENGLISH, TELUGU, HINDI, FRENCH
SOFTWARES, VS CODE, GIT HUB, ANDROID STUDIO, PROTEUS 8, LOGISIM, FLUTTER, CNAVA/PHOTOSHOP, ARDUINO UNO.

Computer Languages, C, Python, Dart,

PROJECTS | **ALWAYSFIRST**, IT'S AN OPEN-SOURCE MOBILE AND WEB-BASED STREAMING PLATFORM, IT COMPLETELY BUILD USING A FLUTTER FRAMEWORK USING DART LANGUAGE, AND THE BACKEND IS SUPPORTED BY FIREBASE BY GOOGLE. (STILL IN PROGRESS)
STOCK PREDICTION, IT'S A TENSORFLOW-BASED PROJECT USED TO PREDICT STOCK PRICE USING MULTIPLE FACTORS SUCH AS (AGE OF THE COMPANY, NET-WORTH, PRODUCTS, NEWS, ETC.) (ON GOING)
IT'S BASED-ON PYTHON AND RUNS ON GOOGLE COLABS SOFTWARE.