Khushal Sharma

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Educational Qualifications

Degree	Institution	Year	Score
Bachelor of Technology (Artificial Intelligence)	Mukesh Patel School of Technology Management and Engineering, Mumbai (NMIMS University)	August 2020 - June 2024	**CGPA - 3.5/4 (until the 5th Semester)**
12th Grade	R. R. International Jr. & Sr. College of Commerce and Science	June 2019 - July 2020	**76.46%**
10th Grade	Gokuldham High School & Junior College, Mumbai	April 2012 - May 2018	**88.66%**

Trainings and Certifications

- ✓ Completed the ***Deep Learning Specialization course*** online from Coursera in December 2022.
- ✓ Completed the ***Text Analytics and Predictions with Python Essential training course*** online from LinkedIn Learning in May 2022.
- ✓ Completed the ***Python Object-Oriented Programming course*** online from LinkedIn Learning in May 2022.
- ✓ Completed the ***DevOps with AWS course*** online from LinkedIn Learning in May 2022.
- ✓ Completed the ***Cybersecurity Foundations course*** online from LinkedIn Learning in May 2022.

Work Experiences / Internships

GNVS Institute of Management, Mumbai (July 2022 - December 2022)
Android Development Intern

- Designed the UI/UX and implemented the front-end of the application.
- Developed the back-end of the application using Java and Firebase, including integrating with Firebase Realtime Database.
- Implemented features like messaging, user profiles, and events with reminders.
- Assisted in testing and debugging the application to identify and resolve issues and improve performances.
- Contributed to the development of documentation for the application.
- Used Android Studio, Git, GitHub, and Firebase to manage the project and collaborate with the team.
- This internship helped me build my communication, negotiation, time, and team management skills.

Academic Projects

'Video player app with face recognition' (6th Semester) (Group Project of 2 members)

- This project aimed at creating a video player app with face recognition.
- Designed and developed a mobile application using Flutter that allows users to play videos on their mobile devices and automatically selects the user's profile through face recognition.
- Integrated AWS authentication and storage services to enable the creation of up to 3 user profiles on a single email ID and secure storage of videos.
- Implemented security measures to ensure that no person could access another user's profile.
- Used the Tensorflow lite Mobilenet model for facial recognition.
- ***The Video Player Mobile Application with Face Recognition project allowed me to utilize my skills in Flutter development and implement innovative features like face recognition and AWS authentication and storage services. The project also provided me with an opportunity to develop testing skills to ensure the accuracy and security of the application.***

'Knee Bend Rep Counter' (6th Semester) (Solo Project)

- The aim of this project was to build a program to count the number of times knees were bent in the given video stream.
- Experimented with different video processing techniques to handle video fluctuations, including smoothing and interpolation techniques.
- Used OpenCV and NumPy libraries to manipulate and analyse the video frames.
- Developed the user interface using Tkinter library in Python to provide an intuitive experience.
- Used Python as the primary programming language to implement the project and utilized the MediaPipe Pose Detection model for pose estimation and tracking.
- ***The program can be used by individuals, physical therapists and athletic trainers to ensure proper form, track progress, and prevent injury. The program solves the problem of inaccurate or unreliable counting, allowing users to focus on their workout and achieve their fitness goals with confidence.***

'YouTube Spam Comment Detector' (4th Semester) (Group Project of 3 members)

- The aim of this project was to create a system to detect YouTube Spam Comments.
- Devised the fastest and most accurate method for distinguishing the comments on YouTube as Spam and Ham i.e. comments that are spam and not-spam.
- Used 5 datasets which had comments from different YouTube videos.
- Pre-processed the data was done and some basic NLP concepts were implemented to make the dataset ready to be fed to a ML model.
- The project compared the performances of Logistic Regression, Random Forest, and Support Vector machine models.
- Wrote the code in Python on using Jupyter Notebook.

- Support vector machine showed the best performance on the given dataset.
- ***The project provided insights into the performance of different machine learning models in identifying spam comments and demonstrated the importance of NLP concepts in machine learning projects.***

Co-Curricular Activities

» Attended the ***Computer Vision workshop*** online conducted by Multicon in February, 2022.
» Attended the ***Bluetooth controlled obstacle detecting bot workshop*** at the Botson 5.0 organized by IET MPSTME in October 2020.
» Attended the ***Ethical Hacking workshop*** at the TechFest 2018 organized by IIT Bombay in December 2018.

Extra-Curricular Activities

❖ As the Executive of the Android department of the Google Developers Student Club MPSTME, I was involved in building the club's android application, working on bug fixing, and improving application performance. I continuously discovered, evaluated, and implemented new technologies to maximize development efficiency in the academic year 2021-22.

Technical & Soft Skills

MS Word | MS Excel | MS PowerPoint | Android Studio | Arduino IDE | VS Code | PyCharm | BlueJ | MatLab (basics) | AutoCAD (basics)
Communication | Interpersonal | Leadership | Team Player | Time Management | Multi-Tasking | Critical Thinking | Problem Solving | Analytical |Attention to detail | Self Motivated | Focused | Diligent | Determined

Personal Details

Date of Birth: 31st May 2002
Languages known: English, Hindi, Gujarati (basics), Marathi (basics), and French (basics)
Interests & Hobbies: Swimming, Football, and Sketching