KUMAR RAVI

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SUMMARY

Third-year Computer Science undergraduate with hands-on experience in full-stack web development and applied AI projects. Proficient in Java, Python, React, and Firebase, with a focus on building scalable, user-centric applications. Passionate about delivering clean, functional code and continuously learning emerging technologies.

EDUCATION

SRMIST Modinagar, Delhi NCR   **Aug. 2023 – May 2027**
Bachelor of Technology in Computer Science and Engineering   *CGPA: 9.26/10*

WORK EXPERIENCE

YugaYatra Retail (OPC) Private Ltd.   **July 2025 – Sept. 2025**
Software Engineer Intern   *Remote*
- Designed marketing and UI assets using Canva for product and app interfaces.
- Built web and mobile interfaces using tools like Cursor AI and Firebase Studio while exploring AI-based technologies.
- Collaborated with team members on real-time projects and seller portals using platforms like Upwork, Amazon, and Flipkart through Google Workspace.

PROJECTS

Body-Craft: AI-Powered AR Fitness Tracker | *React, MediaPipe, Firebase* | Live Demo   **March 2025**
- Developed a cross-platform PWA for fitness tracking with real-time workout monitoring and history management.
- Integrated Augmented Reality (AR) using Mediapipe for real-time pose estimation and posture analysis.
- Designed a responsive and modular front-end using React and Material UI, ensuring seamless user experience.
- Implemented Firebase for authentication, real-time database operations, and cloud hosting.
- Engineered AI-driven feedback system to provide personalized workout suggestions based on posture accuracy.

Movie Recommender System | *Python, scikit-learn, Streamlit, pandas* | Live Demo   **April 2025**
- Built an AI-powered movie recommender system using Python, leveraging pandas for data handling and scikit-learn for NLP-based similarity modeling.
- Implemented content-based filtering using the bag-of-words approach to suggest movies based on cast, genre, and production companies.
- Optimized recommendation performance with preprocessed .pkl files to reduce loading time and enhance efficiency.
- Deployed the application using Streamlit and integrated Google Drive for seamless remote model and data loading.

Cricket Chaos: User-Friendly Bat-Ball-Stumps Game | *HTML5, CSS3, JavaScript* | Live Demo   **Feb. 2025**
- Developed a web-based cricket game using HTML, CSS, and JavaScript with selectable Bat, Ball, and Stumps options.
- Used localStorage to store and retrieve game scores across sessions.
- Implemented simple AI logic to generate automated moves for gameplay interaction.
- Integrated localStorage to persist game scores across sessions without backend dependencies.

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML5, CSS3
Frameworks/Libraries: ReactJS, NodeJS, ExpressJS, pandas
Databases: MongoDB, MySQL, Oracle 11g
Developer Tools/Cloud: VS Code, IntelliJ IDEA, Cursor AI, Git, GitHub, Firebase, Streamlit, AWS, Google Cloud

ACHIEVEMENTS / CERTIFICATIONS

- Selected for Internal Round - Smart India Hackathon 2024 (Ministry of Culture).
- Secured 2nd Place among 50 participants - ConCode 2.0 Round-1 (Coding Challenge by ISTE-SRM legacy hackathon).
- Participated in NSHM X OSSDC Code For Change - United Latino Students Association | CERTIFICATE
- Participated in CodeForge'25 (Team WebX) - WebForge | CERTIFICATE
- Java (Basic) - HackerRank | CERTIFICATE
- Python (Basic) - HackerRank | CERTIFICATE