Krishna Rohilla

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EDUCATION		
Year	Degree/Exam	Institute
2026	B.TECH in AI/ML	Vivekananda institute of professional studies
2022	CBSE	Kendriya Vidyalaya No.1 delhi cantonment
2020	CBSE	Kendriya Vidyalaya No.1 delhi cantonment

PROJECTS

- English Subtitling System (Mar, 2023): Developed an automated subtitling system using OpenAI's Whisper model to accurately transcribe English audio/video content into text, enabling real-time or post-processing subtitle generation.
- Customer Churn Prediction (july, 2024): Developed a machine learning model to predict customer churn using a dataset containing customer demographics, account activity, and related factors. Implemented and evaluated various algorithms, including Logistic Regression, Support Vector Machine, and Gradient Boosting, to identify at-risk customers and enhance retention strategies.
- Spam Sms Detection (july, 2024): Developed a spam SMS detection system using Support Vector Machine (SVM), Logistic Regression, and Naive Bayes classifiers. Achieved 70-90% accuracy in classifying SMS messages as spam or non-spam using a comprehensive dataset, improving the ability to filter unwanted messages.
- Plant Disease Recognition (october, 2024): Developed a deep learning model for automated detection and classification of plant diseases using leaf images. Leveraged CNN architecture to train on a dataset of healthy and diseased leaves, supporting early disease detection for timely intervention and promoting sustainable agriculture practices.

TECHNICAL SKILLS

- Languages: Python, JavaScript, C, C++, HTML, SQL, Java.
- Tools and Frameworks: ReactJS, Streamlit.
- Machine Learning Tools: TensorFlow, Keras, scikit-learn.

SOFT SKILLS

- Communication
- Teamwork
- · Problem-Solving

ACHIEVEMENTS

- Smart India Hackathon 2024: Got selected in the qualifiers for Smart India Hackathon 2024 at VIPS-TC, showcasing strong innovation and technical skills in AI and ML projects.
- Review Paper on Speech Emotion Recognition (AIST 2024): Authored and submitted a comprehensive review paper on various speech emotion recognition techniques and datasets to AIST 2024, focusing on advancements and trends in the field.
- Problem Solving: Solved over 100+ questions on platforms like LeetCode, GFG, Vs-code etc.

HOBBIES

- Playing Guitar and Singing
- Sketching