MAHESH **KUMAR**

SOFTWARE DEVELOPMENT ENGINEER

700-720-4749
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Greater Noida, India
Github
Mahesh Kumar

EDUCATION

INTERMIDIATE | Science

Army public school,Allahabad

2018 - 2020 | 89%

BACHELOR OF TECHNOLOGY | CSE

G.L. Bajaj Institute of Technology and Managment

2020 - Present | Current CGPA - 8.31

SKILLS

- Logical Thinking, Design Thinking, Problem-Solving, Computer Literacy, Project Management Tools, Strong Communication.
- C++, C, PYTHON (main), FRONT-END, BACK-END (intermediate), WEB APPLICATIONS, R (worked with), SQL, GIT, GITHUB.

ACHIEVEMENTS & CERTIFICATIONS

- Clearence to 2nd round of Times Spark
  Read to Learn (TIMES OF INDIA)
- Rank - II Innovate India Coding Championship
  CODING NINJAS | IICC
- introduction to C++
  CODING NINJA
- Advanced C++
  UDACITY
- Data Structures and Algorithms in Python
  UDACITY | by Google
- CEPTA workshop
  Angular
- SAMBHAV
  e - NLAP
- Microsoft learn Student Ambassador
  Instagram Clone | Project
- Google developer Student Club
  Instagram Clone | Project
- DevTown
  Instagram Clone | Project

LANGUAGES

- English
  Professional Working Proficiency
- Hindi
  Native or Bilingual Proficiency

PROFILE

I am a software developer, engineer with a passion for creating high-quality software solutions that exceed user expectations,
A proven track record of delivering results that meet and exceed project requirements. I am a proactive problem solver with excellent communication skills, and I thrive in collaborative team environments.

EXPERIENCE *(PROJECTS)*

VOLUME CONTROL USING HAND GESTURES AND RECOGNITIONS

Python
2021 (3rd sem)

- Developed a volume control system using hand gesture and recognition technology.
- Implemented machine learning algorithms for accurate hand gesture recognition.
- users can simply wave their hand to increase or decrease the volume without having to physically touch any buttons or knobs.

GENDER RECOGNITION USING VOICE

Python, R
2022 (5th sem)

- Developed a gender recognition system using voice as the primary input.
- Designed and implemented the system using machine learning algorithms such as neural networks and decision trees.
- Trained the system using a large dataset of male and female voice samples to improve accuracy.
- Integrated the system with a voice-controlled assistant application for practical use cases.

2D RAY TRACING

Html, Css, Js
2022 (4th sem)

- Developed a 2D ray tracing engine using JavaScript, HTML, and CSS.
- Implemented ray casting to simulate the behavior of light rays, determining which objects are visible and where shadows fall.
- Used vector math to calculate ray-object intersections and determine the direction of reflected rays.
- Created a virtual world with objects and light sources using a custom data structure.