Mahesh Kumar

Portfolio: https://krmahi.github.io/portfolio-bento-ui

PROFESSIONAL SUMMARY

Organized and dependable candidate successful at managing multiple priorities with a positive attitude. Willingness to take on added responsibilities to meet team goals.

WORK HISTORY

Google Cloud - Cloud Arcade Facilitator

05/2023 - 08/2023

- Managing Virtual Machines on cloud, SMB Workloads and Optimizing Storage Usage.
- Operating on CLI's, Creating Storage Buckets, Insights from Data with BigQuery, Exploring Data with Looker, Integrating Machine Learning APIs.

Social (script foundation) – Social summer of code season 2 (ssoc) 05/2023 - 07/2023

- Actively contributed to the development of an open-source project during SSOC
- comprehensive proficiency in Git for version control, ensuring seamless collaboration and efficient project management.

PROJECTS

Autonomous Vehicle Localization and Navigation (Simulink, Unreal Engine)| MatLab, C++ (July 2023 - Present)

- Leading the creation of a dynamic simulation scenario and incorporating lidar, INS, and camera sensors and vehicle navigation system integrating Unreal Engine's simulator.
- Developed algorithms for real-time traffic light recognition and decisionmaking planners.
- Demonstrated significant advancements in autonomous vehicle navigation, contributing to the evolution of self-driving technology.
- Skills: Simulink Stateflow Unreal Engine

Personal Portfolio | Figma, Html, Css, Js (Dec 2023 - Present)

- Designed and deployed a dynamic React portfolio with a Bento-style UI, showcasing skills, projects, and achievements through a clean and organized layout for a modern and scalable web presence.
- Skills: Typescript, React, Sass / Scss, Gsap
- Link: https://krmahi.github.io/portfolio-bento-ui

GENDER RECOGNITION USING VOICE (GUI) | Python, R (Aug 2022 - Present)

- Developed a Gender Recognition System comparing different ML Algorithms for different Voice Samples.
- Trained the system using a large dataset of male and female voice samples to improve accuracy (*Kaggle*).
- **Ver. 2.0.**: Implemented A.I. to increase the dataset on every use and Build a GUI for the programme and published it into a software (**VoiceGenix**).
- Skills: Machine Learning Data Collection Data Analysis Research and Analysis
- Link: https://github.com/krmahi/Gender-recognition-using-voice-GUI

2D Ray Tracing | *Html*, Css, Js (Jun 2022)

- Implemented ray casting to simulate the behaviour 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,
- Link: https://github.com/krmahi/2d_ray_casting

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WEBSITES, PROFILES

• LinkedIn: https://www.linkedin.com/in/mahikr

• GitHub: https://github.com/krmahi

• Unstop: https://unstop.com/u/mahi_kr__

• Figma: https://www.figma.com/@mahi3

SKILLS

- C++ Proficiency
- Python
- Frontend Frameworks
- ReactJS, React Native, Expo-cli
- MYSQL / NOSQL (MongoDB)
- Machine Learning
- Git Proficiency
- Artificial Intelligence
- Cloud Computing (AWS & Google Cloud)
- RESTful API
- Problem Solving

EDUCATION

Expected in 07/2024

G.L. Bajaj Institute of Technology And

Management | Delhi NCR, India

Bachelor of Technology: Computer Science

And Engineering

• **8.3** CGPA (Till 6th sem)

03/2020

Army Public School | Prayagraj, India **Intermediate**

- Final Grade: 89%
- Completed Coursework: Science and Maths

03/2018

Army Public School | Prayagraj, India **High School**

• Final Grade: 87.83%

CERTIFICATIONS

- Certified C++ | Coding Ninja
- Clearance to 2nd round of Times Spark | Times of India
- Data Structures and Algorithms in Python | Google
- Cloud Architecture and Fundamentals | AWS Academy
- Problem Solving | HackerRank
- Data Science | Infosys