Lalit Kumar Sharma

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EDUCATION

B-Tech Computer Science Engineering `Aug 2019 - 2023`
Arka Jain University, Gamharia, Jharkhand 87.42%

EXPERIENCE

Data-Science Intern `Aug 2021 - Sep 2021`
Elite Techno Groups, Bangalore, India
- Conducted statistical analysis of proprietary survey data using Python libraries such as NumPy & Pandas. Individually worked on a few Data Science projects for the organization using various dataset formats. (JSON, CSV, SQL, MS EXCEL, etc.)

SuperHero (Campus Ambassador/Trainer) `Dec 2019 - Nov 2020`
Coding Blocks, Noida, Delhi
- Worked in a leadership role as a Campus Ambassador for a well-know teaching platform during the 1st year of college. Roles included hosting workshops & presentations for students as well as helping them get trained for coding competitions & hackathons.

SKILLS

Tools	Python, MATLAB, C, C++, Java, Javascript, HTML, CSS, Arc GIS, Unity, Github, MS Office
Libraries	OpenCV, NumPy, Pandas, Matplotlib, Tensor Flow, PyTorch, Jupyter, Git
Skills	Machine Learning, Computer Vision, Data Science, Statistics, Data-Structures & Algorithms

PROJECTS

Open CV module for body & face pose detection *Python, Open CV, Mediapipe, NumPy*   https://git.io/JzEzO
Developed an Open CV module for real time body pose detection which includes 468(3D) facial landmarks and all 21 hand landmarks for detecting precise facial and finger movements.

Inventory Management System for top seller books *Python, Google Colab, JSON, NumPy*   https://git.io/JzEV8
An Inventory Management System for real world bestseller books of all time (self created dataset). The system keeps track of purchase and sales history along with inventory management.

Be a Ball 3D Game *Unity, CSS, MS Paint*   https://git.io/JzErp
A fun ball game with jump mechanics on a 3D plane with AI enemies, raining coins, an obstacle course, skybox, & a scoreboard to keep track of achieved points

ACHIEVEMENTS & CERTIFICATES

Introduction to GIS Mapping (92.92%) *Sep 2020*   University Of Toronto (Coursera)
Learned ARC GIS & Mapping

Introduction to Game Development (93.76%) *Sep 2020*   Michigan State University (Coursera)
Learned Unity & Game Development

AI for Everyone (91.25%) *Aug 2020*   Deeplearning.AI (Coursera)
Got trained in AI basics