Sejal Sinha

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EDUCATION

B.M.S. College of Engineering *Nov 2022 – Aug 2026*
Bachelor of Engineering in Information Science
CGPA: 9.55/10
Coursework: Data Structures and Algorithms, Computer Networks, Operating Systems

WORK EXPERIENCE

R&D Intern – Samsung PRISM *Apr 2025 – Present*
Multi-agent Conversational AI Research

- Designed collaborative communication protocols between agents.
- Built modular simulation frameworks with performance metrics like latency.

PROJECTS

ChatSecure – Encrypted Socket-Based Chat App *Link* ↗
System-level chat application supporting multi-client real-time communication, private messaging, and secure file transfers using raw TCP sockets and RSA encryption with GUI interface.
Tools Used: Python, Sockets, Threading, Cryptography (RSA), Tkinter

ClassBuddy - Your Academic Companion *Link* ↗
Full-stack platform for managing class schedules, reminders, and announcements with secure login.
Tools Used: React, Tailwind CSS, Node.js, Express, MongoDB, JWT

EmoSense - Realtime Multilingual Emotion Detection *Link* ↗
Built a multilingual voice-based system to detect user emotions using AI/ML.
Tools Used: Wav2Vec2, DistilBERT, Flask, React

TECHNICAL SKILLS

Languages: C++, Python, Java, C, JavaScript
Frontend: HTML, CSS, React
Backend: Node.js, Express.js, REST APIs
Databases: SQL, MongoDB
Networking: TCP/IP, UDP, Socket Programming, Wireshark, Packet Tracer

CERTIFICATIONS

Data Structures in C++, Coding Ninjas *Aug 2024*
The Complete 2024 Web Development Bootcamp, Udemy *Sept 2024*

ACHIEVEMENTS

Top 12 (National Level 72hr Hackathon) – AIverse *Mar 2025*
5th Position – Intercollegiate CodeCrux Hackathon *Oct 2024*

EXTRACURRICULAR ACTIVITIES

Chess Club (Captain) *Mar 2025 – Aug 2026*
Led BMSCE's chess team in intercollegiate events and mentored junior players.
Class Representative *May 2024 – Aug 2026*
Acted as liaison between students and faculty for coordination and academic communication.
U&I Organization (Volunteer) *Jul 2024 – Mar 2025*
Taught Math and English to underprivileged kids using interactive and skill-based methods.