

Ajoy Kumar Das

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 Portfolio

 Behance

 Guwahati, Assam

 Github

Professional Experience

07/2022 – 08/2024

Guwahati, Assam

MIS Executive

Luit Minerals ↗

- Spearheaded analytical frameworks using SQL to standardize impact evaluation and data reporting.
- Leveraged Python for deep-dive EDA and inferential statistics to identify emerging market trends.
- Developed predictive models and attribution logic in Python to generate actionable business forecasts.
- Built high-fidelity BI dashboards to translate complex datasets into clear, automated visualizations.
- Influenced executive decisions by delivering strategic statistical storytelling and data-driven insights.

07/2020 – 08/2020

Guwahati

Machine Learning with Artificial Intelligence (AI)

E-SUMMIT IIT BHUBANESWAR (WAC)

I led the development of a real-time facial analysis application that utilized CNN-based deep learning to automate emoji prediction. By integrating Haar Cascade for face detection and a custom FER model, I created a seamless interface capable of translating live human expressions into digital icons, demonstrating proficiency in Computer Vision and Neural Network optimization.

06/2019 – 07/2019

Jorhat

Android Application Development

National Institute of Electronics and Information Technology (NIELIT)

Studied the fundamental requirements for building robust Android applications, focusing on System Architecture and Native Component Lifecycle. Successfully developed interactive applications by integrating various Android APIs and adhering to Material Design standards.

06/2019 – 07/2019

Jorhat

Python Programming

National Institute of Electronics and Information Technology (NIELIT)

Gained comprehensive proficiency in Python programming fundamentals, focusing on complex data structures and functional logic. Experienced in managing virtual environments and reproducible research using Anaconda and Jupyter.

Projects

Malware Detection using Machine Learning algorithm

(B.tech final year project: June 2021 – August 2021)

Developed a predictive model to identify and classify malicious software using Random Forest and SVM algorithms. Performed feature extraction from PE files, optimizing detection accuracy through supervised learning and dataset normalization.

Cypher Bot

(March 2021)

Engineered a Discord bot using Python and discord.py ↗ library. Implemented Asynchronous programming (async/io) and Command Cogs for modularity, enabling automated server moderation and efficient event-driven responses via Webhooks.

Sauce

(Mar 2020 - Jun 2020)

Architected **Sauce**, a cross-platform mobile application streamlining online food ordering and delivery. Implemented real-time menu browsing, secure checkout, and order tracking, ensuring a seamless user experience across multiple devices.

Wall-Q

(August 2020)

Developed a native Android application integrating **Pexels, Unsplash, and Pixabay APIs**. Implemented **asynchronous data fetching** and the **WallpaperManager API** to seamlessly set high-definition images on Home and Lock screens.

V-19 - A Covid -19 Tracker

(May 2020)

Developed a native Android application, **V-19**, providing real-time, district-wise COVID-19 tracking for Assam. Integrated live APIs to display critical metrics, including total active, confirmed, recovered, and deceased patient data.

Facial Recognition & Detection and Emoji" Prediction using Machine Learning

(Internship, May 2020 - Jun 2020)

Developed a real-time computer vision system using **Python, OpenCV, and TensorFlow**. I engineered a **Convolutional Neural Network (CNN)** to detect facial features and classify emotional states. The application successfully mapped live expressions to corresponding emojis, demonstrating proficiency in image preprocessing, deep learning model training, and seamless human-computer interaction.

Chatbot with Natural Language Processing

(March 2020)

Developed a sophisticated chatbot utilizing **Natural Language Processing (NLP)** to interpret and respond to user queries. Leveraged **Python** and intent-classification models to ensure contextually accurate and seamless human-like interactions.

Rent a Room

(Internship project for NIEIT, Jun 2019 - Jul 2019)

Architected a full-stack, cross-platform mobile application utilizing native-performance components.

Engineered scalable backend services for real-time state synchronization and geospatial querying, optimizing the discovery pipeline for rental markets through asynchronous data fetching.

Formulas Simulation with Python

(Internship project for NIEIT, Jun 2019 - Jun 2019)

A **Python-based computational engine** to simulate complex physics and geometric models. Developed modular algorithms for **Laws of Motion, Centre of Gravity**, and financial interest, prioritizing **computational accuracy, algorithmic logic**, and efficient data handling within a **CLI** environment.

Training/Workshops

03/2021

Foundations Of User Experience (UX) Design

Google

Studied **User Experience (UX) Design** principles, focusing on the end-to-end design process. Gained proficiency in **user research, wireframing, and prototyping** to create accessible, intuitive interfaces that solve real-world user problems

09/2020 – 10/2020

Unity Game Development

Unity

Developed proficiency in **Unity Game Engine** and **C# scripting**, focusing on **physics-based player controls** and **component-based architecture**. Gained experience in **environment building, animation controllers, and spatial audio integration** for immersive gameplay.

08/2019 – 09/2019

Ethical Hacking

Internshala

Gained foundational knowledge in **Web Application Security**, focusing on the **OWASP Top 10** framework. Studied critical vulnerabilities and mitigation strategies for **Cross-Site Scripting (XSS), SQL Injection**, and secure data handling

09/2018
Guwahati

Android App Development

IIT Guwahati

Mastered **Android SDK**, **Gradle**, and **Architecture** fundamentals through **structured learning**, utilizing **Android Studio** and **Emulator development techniques** to build high-performance applications.

10/2018
Guwahati

Internet Of Things

In House Training (organized By GUIST)

Developed foundational expertise in **Embedded Systems** and **IoT** using **Arduino**. Focused on **hardware-software interfacing**, **analog/digital signal processing**, and **circuit design** to create functional prototypes for smart automation and real-time monitoring

Skills

Programming Languages

C, C++, Java, Kotlin, Python

Application Development

BI Platforms

Power BI
Tableau

Professional IDEs

IntelliJ IDEA, Android Studio, VS Code, PyCharm

Cloud/Backend

Google Firebase (Auth, Firestore)

Design/UX

Figma, Adobe XD, Wireframing, Prototyping

Tools/DevOps

Git, GitHub, Postman, Gradle

Data Management

SQL (MySQL, PostgreSQL), Excel (Pivot Tables, VLOOKUP, VBA)

Data Libraries

Python (Pandas, NumPy, Matplotlib, Seaborn, Plotly)

Raster/Painting

Adobe Photoshop

Education

2017 – 2021
Guwahati

Bachelor of Technology (Information Technology)

Gauhati University Institute of Science and Technology

Extra-Curricular Achievement

- Organized ENVISION '19, a business plan competition at college.(GUIST)
- Qualified for Inter-district Art competition.
- Won an Inter-school Cultural Art competition.

Declaration

I hereby declare that the information furnished above are true to the best of my knowledge.

