

Manish Jaiswal

Intern

A self motivating ,hard working and an ambitious engineering student .I have ability to learn things fastly. Currently I am learning different programming languages. I am also working on my problem solving skill by solving more relevant problems . I have also completed a project which is to cartoonify image using python opencv, here I have learn and explore different python libraries.I Always try to give my best .



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EDUCATION

B.Tech

GL Bajaj Institute of Technology and
Management, Greater Noida, Uttar Pradesh

2021 - Present

*Courses -- computer science with specialization in artificial intelligence
and machine learning*

- cgpa 8.01 (till 2nd sem)

Intermediate

Maharishi Vidya Mandir, Janki Nagar
Colony, gonda, U.P

Courses

- SCORE 78%

HIGH SCHOOL

Maharishi Vidya Mandir, Janki Nagar
Colony, gonda, U.P

Courses

- CGPA 9.4

WORK EXPERIENCE

WORKS ON A MINI PROJECT IN THE COLLEGE

cartoonify image using python opencv

2022

Achievements/Tasks

- Here I have learn and explore different python libraries.
- task include - Idea generation, planning ,Study of Required Modules , Programming/Implementation , Testing/Analysis , Synopsis , Presentation

SKILLS

c++

python

DSA

HTML

css

javascript

critical thinking and problem solving

leadership

PERSONAL PROJECTS

cartoonify image using python (2022)

- Image Transformation: Successfully convert regular images into cartoon-like versions by applying image processing techniques.
- Artistic Rendering: Develop algorithms to enhance features like outlines, edges, colors, and shading to create a visually appealing cartoon effect
- .Edge Detection: Accurately detect and enhance edges and outlines in the image to achieve a distinct cartoon-like appearance.
- .Real-Time Processing: Implement real-time cartoonification to enable live video or near-instantaneous results for interactive applications.

LANGUAGES

hindi

Native or Bilingual Proficiency

English

Full Professional Proficiency

INTERESTS

Reading

traveling

Artificial intelligence

programing

cricket