

# **MEDHA KASHYAP**



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DOB: November 07, 2004

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GitHub | LinkedIn | Portfolio

#### **Education**

**Indraprastha Institute of Information Technology** 

B.Tech CSE

2022 - 2026

CGPA: 6.93 (till 3<sup>rd</sup> Semester)

Percentage: 89

Ryan International School, Rohini, Delhi

Class 12th CBSE 2021 - 2022

Ryan International School, Rohini, Delhi

Class 10th CBSE 2019 - 2020 Percentage: 90.4

Skills

**Expertise Area** OOPs, Data Structures and Algorithms, FrontEnd Development

Programming Languages

Java, C, C++, Python

Tools and Technologies

HTML, CSS, JavaScript, Git, Shell/Bash Script, Figma, JavaFX.

(Basic Efficiency in Swing, AWT, Sklearn, Matplotlib, NumPy, Pandas)

Technical Electives Introduction to Programming in Python, Digital Circuits, Data Structures and Algorithms, Basic Electronics, Computer Organisation, Advanced

Programming, Operating Systems, Discrete Mathematics.

## **Projects**

# **Car Price Predictor | GitHub**

December 2023

October 2023

- Tech Stack: Python, Scikit-Learn, Matplotlib, NumPy, Pandas.
- Developed a car price predictor clone using **Machine Learning** in Python. The dataset is loaded using Python libraries such as **Pandas NumPy** and visualised with **Matplotlib**, **Seaborn**, and **Scikit-Learn** for machine learning.
- Demonstrated effective data processing, model training (**Linear and Lasso Regression**), and model evaluation using R-squared error. The results are visualised through scatter plots, providing insights into the predictive accuracy of these models.

### Meaning Master: Dictionary | GitHub

• Tech Stack: HTML, CSS, JavaScript, API

 A user-friendly web-based dictionary application built with HTML, CSS, and JavaScript. It allows users to input a word and uses the Dictionary API to fetch and display word definitions, parts of speech, phonetics, and examples. It showcases proficiency in **front-end technologies** and **API integration** for dynamic user experience.

#### Stick Hero Game | GitHub

• Guide: Dr. Raghava Mutharaju

• Tech Stack: Java, JavaFX, OOPs

Developed an interactive animated replica of the game 'StickHero' by Ketchapp. Used
 OOPs concepts, employing encapsulation for modular design, inheritance for
 code reuse and polymorphism for dynamic behaviour. Leveraged abstraction to
 create a user-friendly interface. Streamlined using UML and relation diagrams.

#### Simple Unix Shell | GitHub

• Guide: Dr. Vivek Kumar

• Tech Stack: C, Unix

Implemented a shell that waits for user input, executes commands provided in the
use input, and then repeats until terminated using ctrl-c. Also, I implemented
'history' command and termination details display. Bonus features include
supporting background processes and executing commands from a Shell Script.

#### **Awards and Achievements**

- Among in the Top 3 on CodingNinjas Weekly Leaderboard (1-7 Jan) Gold League.
- Among the **Top 4** on the **CodingNinjas College Leaderboard**.
- **100+** solved questions on **LeetCode**.
- 6000+ Exps on CodingNinjas.

# **Positions of Responsibility**

• Member, Design Team, Women in Tech, IIITD

Organising Team Member, Astra Sports Fest, IIITD

April 2023-Present

March 2023

Nov-Dec 2023

Team Size: 2

September 2023 Team Size: 2

#### **Areas of Interest and Hobbies**

- FrontEnd Development
- Game Development
- Machine Learning
- Designing
- Singing

Declaration: The above information is correct to the best of my knowledge.

Medha Kashyap

Date: January 11, 2024