

MEDHA KASHYAP



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DOB: November 07, 2004

Address: 17-B, Surya Apartment, Sector-13, Rohini, Delhi-110085

GitHub | LinkedIn | Portfolio

Education

Indraprastha Institute of Information Technology

B.Tech CSE

2022 - 2026

CGPA: 6.9

(1,2nd Semester)

Percentage: 89

Percentage: 90.4

Ryan International School, Rohini, Delhi

Class 12th CBSE 2021 – 2022

Ryan International School, Rohini, Delhi

Class 10th CBSE 2019 - 2020

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, Swing,

AWT, Sklearn, Matplotlib, NumPy, Pandas.

Technical Electives

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

Programming in Java, Operating Systems, Discrete Mathematics.

Projects

Car Price Predictor | GitHub

December 2023

October 2023

- Tech Stack: Python, Scikit-Learn, Matplotlib, NumPy, Pandas.
- Developed a clone of a car price predictor 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. It showcases
 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

Nov-Dec 2023 • Guide: Dr. Raghava Mutharaju Team Size: 2

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

September 2023 Team Size: 2 • 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 the top 4 on CodingNinjas Weekly Leaderboard, to be Link

promoted in Silver League.

• Among the top 4 on CodingNinjas College Leaderboard. Link

Positions of Responsibility

Member, Design Team, Women in Tech, IIITD April 2023-Present

Organising Team Member, Astra Sports Fest, IIITD March 2023

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: December 23, 2023