

MEDHA KASHYAP



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DOB: November 07, 2004

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

GitHub | LinkedIn

Education

Indraprastha Institute of Information Technology

B.Tech CSE

2022 - 2026

CGPA: 6.93 (till 3rd Semester)

Ryan International School, Rohini, Delhi

Class 12th CBSE 2021 - 2022

Ryan International School, Rohini, Delhi

Class 10th CBSE 2019 - 2020 Percentage: 90.4

Percentage: 89

Skills

Expertise Area OOPs, Data Structures and Algorithms, FrontEnd Development

Programming Languages

Java, C, C++, Python

Tools and Technologies HTML, CSS, GitHub, Shell/Bash Script, Figma, JavaFX.

(Basic Efficiency in JavaScript, 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,

Human-Computer Interaction.

Projects

Car Price Predictor | GitHub

December 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

October 2023

 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

September 2023 • Guide: Dr. Vivek Kumar Team Size: 2

• 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**.
- **110+** solved questions on **LeetCode**.

• 7300+ 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

Areas of Interest and Hobbies

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

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

Medha Kashyap

Date: January 26, 2024