ABHINAB GANGULY

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ACADEMIC QUALIFICATIONS

Degree	Institute	Board/University	Percentage	Year
B.TECH (CSE)	Sreenidhi Institute of Science and Technology	JNTU	91.0%	2020
XII	Narayana Junior college	SSC	84.0 %	2016
X	D. A. V. Public School	CBSE	90.0%	2014

PROJECTS:

Netflix Movie Recommendation System(2020) | 2020

- Technology used- Python and it's libraries including Pandas,Numpy,Sklearn,HTML,CSS
- Description- A movie recommendation system through content based filtering and borrowing from ideas of collaborative filtering.

Immersive Augmented Reality Effects through Spark AR| 2020

- Technology used- Spark AR,Blender 2.81,Adobe Photoshop
- Description- A collection of immersive augmented reality effects for Instagram and Facebook which has been used by millions of people

A Game simulating real life physics through Pygame(a python module)| 2020

- Technology used- Python with library(Python,System),Photoshop
- Description- A fun game which borrows from real life physics equations to create a scenario of controlling a character which shoots out projectiles

Visualization and analysis of AMCAT student data using Machine learning| 2019

- Technology used- Python with following algorithms (KNN,Decision trees,SVM)
- Description- A thorough analysis of student based data to analyze the vital criteria which determine the placement package of a student after engineering.

Android Application with Chat-bot and Google Maps API | 2019

- Technology used- Android Studio,Google Maps API
- Description- An android application for company office with a chat-bot for fixing database errors and using Google Maps Api for location marking and tracking

Online voting system through face and weapon Detection | 2018

- Technology used- Python(OpenCV,MySQL),HTML,CSS,Javascript
- Description- An online voting system created to tackle the various malpractices that occur in voting booths. It is achieved through creating an Harr Cascade for facial and weapon detection connected with a MySQL Database

Food Serving Robot with I0T Technology | 2018

- Technology used- ,Node-MCU,HTML,Foundations of Robotics
- Description- A robot designed to revolutionize the Dining Industry created through a NODE-MCU module for IOT privileges

Luna- A robot for guiding blind people| 2017

- Technology used- Arduino,HSR-04,HC-05
- Description- An interactive robot which helps guide blind people through streets with the help of Ultrasonic Sensors and a voice enabled bluetooth mobile application

Garbage collecting Robot| 2016

- Technology used- Arduino,NRF Module
- Description- A Garbage collecting robot created with the help of Arduino Microcontroller and NRF module

CERTIFICATION

Mathematics for Machine Learning: Linear Algebra,Multivariate Calculus| 2020

- Imperial College of London

Computational Thinking for Problem Solving | 2020

- University of Pennsylvania

NPTEL Certification in Problem Solving through C | 2019

- NPTEL

NPTEL Certification in Introduction to Data Science | 2019

- NPTEL

SKILLS

- Python Programming(Numpy,Pandas,Seaborn,Scikit-learn,OPENCV)
- JAVA
- SQL
- HTML,CSS
- C programming
- Adobe Photoshop and After Effect

POSITION OF RESPONSIBILITY

Designing Head of The Robotics Club - SNIST | 2019-2020

- Held the position of The designing head of The Robotics Club-SNIST

Mentored a team through the Induction program | 2017-2018

- Acted as a mentor to a team of juniors and mentored them through the journey of creating their first robot.

LANGUAGE PROFICIENCY

- English : Speaking, Reading and Writing proficiency
- Hindi : Speaking, Reading and Writing proficiency
- Bengali : Native