

Mohit Pal

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Education

Jaypee University of Information Technology

Dec 2021 – May 2025

BTech in Computer Science Engineering (CGPA: 9.02/10)

Solan, H.P

Relevant Coursework

- Data Structures
- Algorithms Analysis
- Artificial Intelligence
- Machine Learning
- Computer Networks
- Database Management
- Operating System
- Computer Architecture

Technical Skills / Soft Skills

Languages: C, C++, Python, Java, SQL, R

Libraries: Pandas, NumPy, Pygame, Scikit-learn, scipy

Developer Tools: VS Code, GitHub, Figma, Google Cloud Platform, Android Studio, Xcode

Technologies/Frameworks: MacOS, Flutter, HTML/CSS, JavaScript, Reactjs, Django, Bootstrap

Interpersonal: Leadership, Verbal Communication, Collaborative, Problem Solving, Creativity, Adaptability, Attention to Detail, Self-motivation

Experience

JUIT

May 2023 – Dec 2023

Frontend Developer, Fellowship

Solan, H.P

- Coordinated a **3-member** team in developing an AI-powered Effective Learning Platform.
- Designed and developed platform's frontend utilising Figma software, HTML, CSS, and Javascript.
- Our team implemented AI-powered exam creation tool, reducing exam creation time by **50%** and increasing exam diversity by **35%**; led to a **20%** improvement in student learning outcomes.
- Managed the implementation of a proctoring system, enhancing exam security and student verification for a secure online testing environment.

Projects

Personal Portfolio | HTML/CSS, Javascript [github](#)

AlzAware: Alzheimer's Disease Classifier | Python, Machine Learning, Data Science [github](#)

- Proposed an ensemble framework for precise classification of individuals (Demented, Non-Demented, Converted) with critical applications in healthcare and research.
- Employed **SMOTE** and **Stacking Ensembling** in order to address class imbalance and harness the predictive power of multiple classifiers, thereby **improving** classifier accuracy by approximately **5%** on imbalanced datasets.
- Attained a remarkable **96.47%** overall accuracy and impressive **96.49%** precision and recall.
- A research paper is under writing phase.

CosmoVibes | Python, OOPs [github](#)

- Created a realistic solar system simulator using Pygame library, accurately representing the celestial bodies motion.
- Crafted an intuitive user interface with interactive controls, with smooth background music.
- Enhanced user engagement by integrating educational content to display real-time information about each planet, fostering both entertainment and learning.

Dijkstra's Traffic | C/C++, OOPs, Data Structures [github](#)

- Implemented a C++ program utilizing graph theory to model and simulate a road network.
- Used Dijkstra's algorithm to find optimal routes for vehicles navigating intersections and roads.
- Integrated OpenGL for 2D graphics, providing an interactive and visually engaging representation of the simulation.

Achievements / Extracurricular

- Attained **Rank 1** and honored as Top Performer at JUIT's Annual Tech Fest, Murious 17.0, CODE CHAOS Contest.
- Secured **Rank 2** at the Hack-a-Care Hackathon jointly hosted by the Rotaract Club of Wagnaghat and the Centre of Excellence in Artificial Intelligence(CoEAI).
- **Co- Authored** a research paper on renewable energy source selection using T-spherical fuzzy soft Dombi aggregation operators, with the paper accepted for publication by Scrivener Publishing.