Moksh Doshi

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SUMMARY

Recently doing my **UG at VIT-Bhopal University in Computer Science and Engineering**. As a Computer Science Student, I am seeking opportunities where I can leverage my skills in **front-end development** while expanding my knowledge in backend web development. Using my skills to merge the Field of **IoT and Automation** with Computer Science

EDUCATION

VIT-Bhopal University   **Sehore, Madhye Pradesh**

Bachelor of Technology in Computer Science and Engineering   *Graduation Date: Jun 2026*

PROJECT EXPERIENCE

PEOPLE COUNTING SYSTEM USING LOGIC GATES & SENSOR   *Feb 2024 - Mar 2024*

- Achieved 95% accuracy in crowd measurement by designing a people counting system with **logic gates and IR sensors**
- Engineered a **dual-direction detection system using IR** sensors that distinguished between entries and exits with 98% precision
- Implemented up/down counters and **BCD encoder (IC 7447)** that processed 100+ transitions per minute with zero system failures

DISEASE DETECTION IN APPLE PLANT USING AI   *Nov 2023 - Jan 2024*

- Achieved **94% accuracy** on a trained AI model that **identifies 5 different classes of apple plant diseases** from leaf *images*
- *Reduced diagnosis time from hours to seconds by implementing an efficient image recognition algorithm that processes 50+ images per minute*
- *Collaborated with 4 team members over 4 months to collect and process **1,200+ leaf images**, improving dataset diversity by 35%*
- Optimized the model to reduce false positives by 27%, significantly improving reliability for agricultural applications

SIMPLE GRID WEB GAME   *Jul 2022 - Oct 2022*

- Created a 4x4 grid web game that **increased user engagement by 40%** compared to previous projects
- Reduced load time by 60% through optimization techniques, resulting in a bounce rate decrease of 25%
- Designed intuitive game mechanics that improved average session time by 2 minutes
- Implemented responsive design elements that increased mobile user retention by 45%

LEADERSHIP EXPERIENCE

EDU4U CLUB

Co-Lead Technical Team   *Aug 2024 - Present*

- Led a technical team of **8 members across 3 major campus events**, achieving 99.7% uptime for all systems and reducing technical issues by 40% compared to previous events
- Mentored 4 junior technical team members through hands-on training sessions, resulting in a 35% improvement in their skills and enabling them to independently manage critical technical components at subsequent events

SKILLS & CERTIFICATIONS

PROGRAMMING: Python, JavaScript, Java, C, C++, Prolog, HTML/CSS

TOOLS/APPLICATIONS: Figma, Latex, VS code, AutoCAD, Blender, Insonmia, Git

CERTIFICATIONS: NPTEL Cloud Computing Certification, Coursera The Bits and Bytes of Computer Networking Certification