

# Nikhil Kadiyan

## EDUCATION

<b>National Institute of Technology Delhi</b> <i>Bachelor of Technology, ECE (CGPA: 8.41 upto Sem 4)</i>	2020-24
<b>Kendriya Vidyalaya, Shalimar Bagh</b> Class 12 - 94 pc Class 10 - 91.8 pc	Delhi, India 2020 2018

## EXPERIENCE

<b>Indian Institute of Technology, Indore</b> <i>Summer Internship in Machine Learning</i>	Remote Jun '22 - Aug '22
• Machine Learning, especially regarding <b>Hyperspectral Images</b> and other minor projects	

## PROJECT HIGHLIGHTS

<b>Automatic Sanitizing Line Following Robot(4th Semester Project)</b>	Jun '22
• Robot capable of following an already given path and sanitizing its surroundings • Robot maintains <b>social distancing</b> by buzzing when two people stand too close	
<b>Created Todos App in React</b>	Jan '22
• <a href="https://github.com/nikhilCad/ToDoReactApp">https://github.com/nikhilCad/ToDoReactApp</a> • Create a simple app for todos using React.js and Node.js	
<b>Created my own website at <a href="https://nikhilcad.github.io/">https://nikhilcad.github.io/</a></b>	Aug '21 - Dec '21
• Website created in pure HTML and Javascript without the use of any external library • Whole project managed on Github using git	
<b>Python News Reader App</b>	Oct '21
• <a href="https://github.com/nikhilCad/pySimpleRSS">https://github.com/nikhilCad/pySimpleRSS</a> • Created a News Reader App using Python • Features • -Add your sources using RSS feeds available at their website • -Parses the website using beautifulsoup so you don't have to open each news in browser	
<b>Created simple game "pyrager" using Python</b>	Nov '20
• <a href="https://github.com/nikhilCad/pyRager">https://github.com/nikhilCad/pyRager</a> • Can move using keyboard keys to move. Basic collision detection using arrays • Save and loading using Python and text files	

## SKILLS

- **Programming:** Python, C, C++, LaTeX, SQL, HTML, CSS, JavaScript, PHP, Dart
- **Other Technologies:** PyTorch, TensorFlow, Scikit-learn, Git, Flutter, Android Studio, ReactJS, Nodejs, Bootstrap, Pandas, Geopandas, Heroku, Godot