

PALASH ANJANIA

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EDUCATION

Dwarkadas J Sanghvi College of Engineering

Bachelors of Engineering

Computer Engineering

CGPA 8/10

SKILLS & ABILITIES

Programming Languages: C, C++, Java, Python, android

Libraries: Numpy, Pandas, Scikit-learn

Web Development: HTML, CSS, Bootstrap, PHP, JQuery, AJAX, Angular JS, DJANGO

Software: TurboC, StarUML, Codeblocks, Anaconda, PyCharm, MATLAB, AutoCAD, Netbeans 7.2, python IDLE, VMWare, Virtual Box, Cloudera

Platforms: Windows, Familiar with Linux, MacOS

EXTRA CURRICULARS

- Reached the semi-finals of the cooking competition that took place in my college in the first year.
- Participated in sports events like cricket, relay, tug of war and more in the second year of engineering.
- Represented college in a box cricket tournament in the second year of the bachelors degree.
- Organized a two-day sports event in the community which included a cricket tournament and different running races and events for all ages.
- Went to the NSS camp for seven days where we served a under-developed village by painting schools and building roads.
- Took part in hackathons in my college

ACADEMIC PROJECTS

- **Payroll management system.**

A Java based system to manage payroll of a company. Various features like holiday, half day, overtime etc. were built to provide a complete payroll management performance.

- **Car racing game.**

A basic computer graphics based project developed as a racing game in C language with various animations and colors.

- **Web development.**

A complete working website with frontend and backend titled "packers and movers" was developed. It was a complete website with functions to book packers and movers on the dates and time the customer wished. It stored all the data using a DBMS system

- **Food ordering site.**

An online food ordering web application was created with a database to store all orders using python and MongoDB functionalities like menu display, receipt generation and order summary display were provided.

- **Predictive model to determine life expectancy post surgery.**

Developed a model using data analytics and machine learning to predict the post-operative situation for a patient. This uses a One year mortality rate which extends the use of currently used thirty day mortality rate.

- **Machine Learning model**

Developed a basic ML model to learn basic concepts like pre processing, regression, clustering etc.

- **Computer Graphic game using C Language.**

Created a car game using C language in Turbo C. Used the basic concepts of computer graphics like lines and circles.

PUBLICATIONS AND PRESENTATIONS

- Paper entitled " **Analysis of Cocke-Younger-Kasami and Earley Algorithms on Probabilistic Context-Free Grammar**" published in the International Research Journal of Engineering and Technology
- Report titled " **Movie rating prediction system using machine learning algorithms**" presented in the college during semester VI
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EXPERIENCE AND INTERNSHIPS

- **Intern at Studysid(December 2018- January 2019)**

Contacting students and providing help for their tuition needs. Analysis of the tuition need and report making.

- **Co-founder of a small start-up named Influx Innovation**

Started a small business with 2 other people. Managed and developed the business to gain profit.

- **Volunteer at National Service Scheme(NSS)**

Volunteered at various social development events under NSS. Helped in organization of these events for social service.

- **Volunteer at Indian Development Foundation(IDF)**

Took part in organizing and volunteering in teaching sessions for under-privileged kids.