Smarth Singh









About Me

Aspiring Developer with a solid foundation in coding, AI, and embedded systems. I enjoy solving practical problems with emerging technologies and working collaboratively. I believe in continuous learning and thoughtful contribution to impactful software solutions.

Education

Degree	Institute	CGPA/Percentage	Year
Bachelor of Engineering	Thapar Institute of Engineering and Technology, Patiala	8.93 (Till Date)	2022-2026
Intermediate	Vishva Bharti Public School Jagadhri (CBSE)	88 %	2022
High school	St. Thomas School Jagadhri (ICSE)	80.6 %	2020

Experience

Machine Learning Intern

Netmax Technologies

June 2025 - July 2025

Chandigarh, India

- Engineered an AI chatbot using LangChain and Hugging Face Transformers to answer 100+ daily queries from websites, YouTube, and PDFs, Deployed with Streamlit and RESTful APIs.
- Collaborated in a 4-member team, contributing to code reviews and prototypes that improved delivery speed and usability by 30%.

Projects

RAG-based AI Chatbot:

Streamlit, Hugging Face, LangChain, Python, NLP

- Designed a Retrieval-Augmented Generation chatbot that dynamically extracts and processes data from multiple sources, supporting multilingual Q&A.
- Integrated modular content handling (PDF parsing, YouTube transcripts, web scraping) with dynamic chunking, retrieval, and NLP pipelines.

Movie Recommendation System:

Python TF-IDF, Cosine Similarity, Collaborative Filtering

- Built a hybrid movie recommender combining collaborative and content-based filtering for a dataset of 5,000+ movies.
- Implemented TF-IDF vectorization and cosine similarity to deliver recommendations with an estimated 85% relevance match.

Sen-Secure:

ESP32, IoT, Embedded Systems

- Created an ESP32-based smart security system with intruder alerts, gas leak detection, auto-locking, and MQTT/HTTP
- Achieved real-time response under 2 seconds and remote monitoring via web dashboards for improved household safety.

• Bounce Battles:

 $Python,\ OpenCV,\ cvzone$

- Developed an interactive Pong-style game using Python and OpenCV, enabling real-time gesture control with 95% tracking accuracy, played by 50+ users during testing.
- Implemented real-time gesture recognition and collision detection, enhancing game responsiveness and user interaction.

Technical Skills

- Programming Languages: C/C++, Python, SQL, HTML, CSS
- Frameworks & Libraries: TensorFlow, PyTorch, OpenCV, Scikit-learn, Langchain, Hugging Face Transformers
- Electronics & Circuit Design: PCB Design & Fabrication, Analog and Digital Circuit Design
- Embedded Systems & IoT: ESP32, Arduino, NVIDIA Jetson Nano, TensorRT, Jetson Inference, Triton Inference Server

Certifications

•	Minor	${f In}$	\mathbf{CSE}	(Thapar	Institute	of	Engineering	and	Technology, Patiala))
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Link

• Getting Started with Accelerated Computing in CUDA C++ (Nvidia)

LinkLink

• Fundamentals of Accelerated Computing with CUDA Python (Nvidia) • Scaling Workloads Across Multiple GPUs with CUDA C++ (Nvidia)

Link

Positions of Responsibility

- Discipline Head, Hostel O (Vyom Hall) TIET
- Mentor, IETE Students' Forum, TIET

August 2024 - June 2025 Jan 2023 - June 2025

• Discipline Head, Hostel B (Amritam Hall) TIET

Jan 2023 - June 2023