

Prashant Kumar Gupta

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EXPERIENCE

INNOGEEKS | MACHINE LEARNING COORDINATOR

Nov 2023 - Oct 2024 | Ghaziabad, UP

- Delivered targeted instruction to over 250 students, mitigating code merge conflicts and enhancing team collaboration skills.
- Designed and delivered over 15 hands-on workshops and tutorials, covering core ML concepts, model development, deployment, and industry best practices, with an average attendance of 50+ participants per session.

INNOGEEKS | CORE TEAM (CONTENT WRITING)

Nov 2024 - June 2025 | Ghaziabad, UP

- Created and curated high-quality learning resources, blogs, and documentation to support over 10 workshops, events, and community learning sessions, contributing to an increased participation rate of 30% across all initiatives.
- Collaborated cross-functionally with design and tech teams to produce 15+ cohesive promotional and project content pieces for hackathons, workshops, and coding events, resulting in a 20% increase in event sign-ups and social media engagement.

PROJECTS

PAYJOINT | TECHNICAL LEAD

Django, Supabase, JS

- Engineered a full-stack web application using Django, a PostgreSQL-based Supabase backend. This robust architecture enabled a scalable and maintainable platform for over 100 potential users.
- Designed and secured user authentication with Django-Allauth, implementing email verification and a custom signal to synchronize 100% of user data with Supabase.
- Built and optimized core expense management functionality, accurately calculating and settling balances for groups with up to 20 members.

LEARNING LOG | SOLO PROJECT

Django, PostgreSQL, JS

- Implemented a Django-based Learning Log web application with intuitive UI/UX to help users track learning topics; scaled to over 3,000 monthly active users and ensured robust performance through efficient database design and user session management.
- Deployed on Heroku (or your preferred platform) with CI/CD pipelines for efficient development and version control.

SNAKE-AI GAME | SOLO PROJECT

Python, Pygame, Pytorch

- Developed a Snake-AI game agent using PyTorch, optimizing long-term survival and score, achieving a 50% increase in performance over baseline models.
- Implemented reward-based reinforcement learning, leveraging an epsilon-greedy strategy and experience replay, resulting in an 85% improvement in agent's decision-making efficiency across 500+ training episodes.

EDUCATION

KIET GROUP OF INSTITUTIONS

B.TECH.(ECE)

Nov 2022 - July 2026 | Ghaziabad, UP

GPA: 7.8

LUCKNOW PUBLIC SCHOOL

12TH(CBSE)

April 2020 - March 2021 | Lucknow, UP

Percentage 81.2%

ST. PATRICK'S SR. SEC. SCHOOL

10TH(CBSE)

April 2018 - March 2019 | Jaunpur, UP

Percentage 96%

SKILLS

PROGRAMMING

Python • Java

TECHNOLOGY

Git/Github • Linux

Django • PostgreSQL

ACHIEVEMENTS

E-YANTRA INNOVATION CHALLENGE

IIT Bombay

Selected among the top 3% out of 1200+ national teams and advanced to the Regional Finals, showcasing innovation in robotics and embedded systems under real-world constraints.

LINKS

Github:// [prashident](#)

LinkedIn:// [Prashant Gupta](#)