RAJ GAURAV

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EDUCATION
Siksha 'O' Anusandhan Deemed to be University, Bhubaneshwar, Odisha, India
Bachelor of Technology (Computer Science and Engineering with specialization in Internet of Things.
9.91 CGPA till 4th semester (2022-2026)
Kendriya Vidyalaya, Jamalpur, Bihar, India
12th - Central Board of Secondary Education, 88.6 Percent (2020-2022)
Notre Dame Academy, Jamalpur, Bihar, India
10th - Central Board of Secondary Education, 93 Percent (2020)

Subjects / Electives	Discrete Mathematics, Introduction to Graph Theory, Data Structures and Algorithms, Calculus, Python Programming for IOT, Digital Logic Design, Algorithm Design, Probability and Statistics, Linear Algebra, Principles of Microeconomics and Macroeconomics, Computer Organization and Architecture, Computer Networking.
Technical Proficiency	HTML, CSS, Java, Data Structures and Algorithms, Python, JavaScript, SQL, Communication, Teamwork, Raspberry Pi, Arduino, ESP-32, Proficiency in IBM Cloud, Generative AI, Raspberry Pi.

SUMMER INTERNSHIP / WORK EXPERIENCE	
Infosys Springboard Internship 5.0 • Developed an AI project transforming alt text into real-world context with Hugging Face models. • Explored Retrieval-Augmented Generation, vector databases, and LangChain to enhance AI workflows.	December, 24 – January, 25
Samsung PRISM – Research Participant • Developing a map detection dataset and AI model under Samsung R&D mentorship and confidentiality protocols.	December, 24
Internship in Emerging Technologies (AI & Cloud) Edunet Foundation in collaboration with AICTE • Leveraged SkillsBuild & IBM Cloud Platform, focusing on Emerging Technologies (AI & Cloud). • Designed a Chabot interface integrated with Watson's AI capabilities to provide interactive and automated responses.	July – August, 2024.
Machine Learning with Python Intern, EISystems Services • Completed an 8-weeks internship, receiving hands-on training in Machine Learning with Python. • Submitted a report on Area Price Prediction, applying machine learning techniques to predict pricing trends	July – September, 2024

PROJECTS	
Building Bagels Game. • Built a Bagels game with number-guessing logic and a user-friendly interface using HTML, CSS, and JavaScript.	December, 23
Harnessing Magic through Gesture-Controlled Lamp Activation with a Harry Potter Wand and Raspberry Pi. • Developed a Harry Potter wand-activated lamp using Raspberry Pi, with Python scripts for gesture recognition and hardware integration.	January, 24 April – May, 24
Development of Mini Drones with Adaptive Stabilization and Wi-Fi Control. • Built an Arduino-based drone with ultrasonic altitude stabilization and an ESP32-powered Wi-Fi-controlled drone for wireless operation.	September-December, 24

CERTIFICATIONS		
CERTIFICATION	**CERTIFYING AUTHORITY**	**DESCRIPTION**
HackerRank - SQL (Basic)	HackerRank	•Earned a Certificate in SQL (Basic).
Cognizant Artificial Intelligence Job Simulation on Forage - July 2024	Forage	•Conducted EDA, developed Python model, and presented findings for Gala Groceries project.
Certificate of Excellence - Python Skill Assessment.	Scaler Topics	•Awarded by Scaler Topics for exceptional mastery, achieving a score of 98.43% (June 2024)

EXTRA CURRICULAR ACTIVITIES
Chess - Regularly participate in chess clubs, SOA Cups, and online communities to get skills; holds a 1200 rating on Chess.com. **Innovation and Entrepreneurship Cell (IEC) -** Member of the Innovation and Entrepreneurship Cell (IEC) at College Level.