

Shumbul Arifa

B.Tech. in Computer Science & Engineering, 2022

An independent and self-motivated hardworking individual dedicated towards goals.



linkedin.com/in/shumbul



github.com/shumbul

EDUCATION

B.Tech. Computer Science & Engineering

National Institute of Technology, Karnataka

07/2018 - 05/2022

Higher Secondary School

Kendriya Vidyalaya MEG & Centre, Bengaluru

04/2017 - 05/2018

94.4%

EXPERIENCE

Interim Engineering Intern - Software

Qualcomm

05/2021 - 07/2021

A multinational corporation known for wireless tech & innovation

- Developed a debugging tool to enhance the team's performance for daily issue triaging
- Targeted to be mainly used by modem teams
- Technologies used: Python - Bokeh, Git, Jenkins

Back-end Developer

Comunev

06/2020 - 09/2020

A next-level social media platform for like-minded people to connect

- Implemented matchmaking algorithm from scratch
- Added back-end services in the application to modify server database
- Technologies used: Node.js, MongoDB, Angular, ML

Organizer

HackVerse NITK

11/2019 - 11/2020

- Member of the organizing team and the Content Coordinator of the largest student-organized hackathon in south India

COMPETITIONS

Hash Code Google (2021)

All India rank 847 and global rank 3137 in Google Hash Code 2021

Online Hackathon Festival (OHF) (2020)

Ranked 78th (out of 6500+ teams), conducted by various institutes

APSCRIPT (IEEE APSIT) (2020)

Finalist for building a CNN based model that analyzes user sentiment from tweets

RELEVANT COURSES

- | | |
|-----------------------------|----------------------------|
| Data Structures & Algorithm | Computer Networking |
| Operating Systems | Compiler Design |
| Machine Learning | Cryptography |
| Object Oriented Programming | High Performance Computing |

SELECTED PROJECTS

SMART ATTENDANCE SYSTEM

- Developed a machine learning based smart attendance system using face recognition with OpenCV.
- The system records the live attendance using a webcam and outputs attendance in an excel sheet.
- Libraries: Pandas, Haar Cascade, Face Recognition, OpenCV.

SUMMARY SCAPE

- Built an android application for summarising any YouTube video.
- Uses NLP to process the subtitles and delivers a shortened video.
- Technologies used: Android, Python, Kotlin, NLP.

MATCH THE TILES

- Developed a blockchain based memory game with Ethereum.
- Based on the concept of earning crypto coins through online games.
- Libraries: Solidity, MetaMask, Ethereum, Ganache, Truffle Suite.

CAMSAFE SAFETY CAMERA

- Built a website for selling CCTV camera that comes with an inbuilt smart intruder preventive platform.
- Sends corresponding alert information to owner on detecting intruder.
- Technologies used: Spontit, Tkinter, Wolfram.

ACHIEVEMENTS

SheHacks (IIITA) (03/2021)

Won the category award and cash prize for Best Hack built on Ethereum for building a blockchain-based memory game

JEE Mains (2018)

Ranked in top 0.4% out of ~1.2 million students

KCET (2018)

Among the top 0.01% successful candidates

SKILLS

- | | | | | |
|------------------|----------------|------------|-------------|---------|
| C++ | Python | MySQL | Django | MongoDB |
| JavaScript | Nodejs | HTML | Spring Boot | Git |
| Machine Learning | Android Studio | Blockchain | | |