Sameer Gupta

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EDUCATION

Dwarkadas J. Sanghvi College of Engineering   **Mumbai, Maharashtra, India**
B.Tech in Artificial Intelligence & Data Science **CGPA:** 9.52   *2022 - 2026*

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, Python, C++, C#, C, HTML, CSS, SQL, Java, Golang
Libraries and Tools: ReactJS, Next.js, Node.js, Tailwind CSS, Express, React Native, Socket.io, Git, GitHub, Jupyter, Figma, TensorFlow, Docker, HuggingFace, OpenAI
Databases: MongoDB, MySQL, PostgreSQL, Firebase
Game Engines: Unity, Unreal Engine

EXPERIENCE

FMX Proptech Pvt. Ltd. – Full Stack Developer Intern   **Jun 2024 – Sep 2024**

- Developed the frontend and backend of a Visitor Management System, including creating the dashboard, implementing frontend logic with EJS, CSS, and SCSS, and ensuring cross-browser compatibility and responsiveness.
- Implemented backend logic using Node.js and Express, developed RESTful APIs, created crucial MongoDB schemas, and collaborated with senior developers to manage data efficiently and ensure seamless functionality.

J.P. Morgan External Engagement Program   **Apr 2024 – Present**

- Focused on professional development and industry insights through collaborative projects, gaining exposure to financial services and corporate strategies.

PROJECTS

VaniVikas - Speech Therapy Management ○ | Next.js, Python, MongoDB, Azure, HuggingFace, OpenAI, TrOCR

- Developed a scalable platform to manage speech therapy sessions, track progress, schedule therapy sessions, and facilitate seamless communication between patients, student therapists, and supervisors.
- Integrated AI-driven tools like **HuggingFace, OpenAI, and TrOCR** for speech recognition, transcription, and digitization of therapy materials, with **AES-256-GCM two-layer encryption** ensuring the privacy and security of patient and therapist data.

CosmosAI - AI Generated Game ○ | Python, Tensorflow, DCGAN, LSTM, Deep Q-Learning, JavaScript, PostgreSQL

- Developed a **Procedural Content Generation** and **Dynamic Difficulty Adjustment** system to dynamically generate levels and adjust difficulty in Space Invaders game based on player performance and gameplay history.
- Implemented a **Deep Q-Learning model** with **76% accuracy** for adaptive enemy behavior and designed a **Generative Adversarial Network (GAN)** to create diverse, engaging game levels using manually curated training data.

Virtual Vibe - Video Conferencing Website ○ | Next.js, TypeScript, GetStream, Clerk.js

- Developed dynamic and responsive video calling website using **Next.js** and TypeScript, significantly enhancing user experience, interface interactivity, and overall satisfaction during virtual meetings.
- Implemented secure **private room features** with **GetStream** and **Clerk.js**, ensuring user confidentiality, personalized interaction spaces, and smooth real-time collaboration during virtual sessions.

POSITIONS OF RESPONSIBILITIES

- **Vice Chairperson (Technical)** at DJS NSDC, Student Chapter for Data Visualization and Machine Learning
- **Vice Chairperson (Technical)** at DJS InfoMatrix, the Official Tech Club of the AI & DS Department
- **Technical Lead** at DJSCE E-Cell, the Official Entrepreneurship Cell at DJ Sanghvi College

ACHIEVEMENTS

- Led a team to victory in **Smart India Hackathon 2024**, competing against over 3 lakh participants nationwide, by focusing on solving real-world problems through innovative solutions.
- Awarded Winner at **VCET TechBlitz 2024** in the **Web Development using AI** domain.