

# SHAYAN HORE

SOFTWARE ENGINEERING (FRESHER)

## CONTACT

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## CODING



## SKILLS

### Frontend Frameworks

React.js

### Backend Development

Node.js  
Express.js

### Database Management

MongoDB  
MySQL

### Machine Learning

YOLOv8 (Object Detection)

### Cloud Computing

AWS

### Responsive Design

SCSS  
CSS

## LANGUAGES

C++ Python C#  
Java Script My SQL

## EDUCATION

BTech 8.8 cgpa

### SRM University

2020-2024

I did by BTech Engineering in Computer Science with specialization in CLOUD Computing

### High Secondary School

### Central Model

2018-2020

I did my High Secondary in Computer Science

## PROFILE

I am Shayan, a Computer Science Engineering graduate from SRM University with a specialization in Cloud Computing. I have hands-on experience in full-stack development using the MERN stack, machine learning with YOLOv8, and cloud computing. My skill set includes creating responsive web applications, managing databases, and working with version control systems. I am passionate about leveraging technology to solve complex problems and continuously enhance my technical expertise.

## PROJECT

### Personal Portfolio [\(click\)](#)

- Frontend Deployment:** In this, I used the **React.js** framework along with **Font Awesome** to build dynamic and responsive web applications. This combination allows for creating visually appealing interfaces with scalable icons, enhancing both the design and user experience.
- Backend Deployment :** In this, I used **Sanity** as the backend where data is transferred and fetched using APIs. This setup ensures efficient and secure data management, allowing seamless integration with the frontend for dynamic content delivery.
- Hosting :** In this, I built the React application and used **Netlify** to host it. This approach ensures fast and reliable deployment, making the application easily accessible with optimized performance.

### Snake Game [\(click\)](#)

- Frontend Deployment :** In this, I used HTML and CSS for the design and JavaScript for the functionality and movement of the Snake game. This combination allows for a smooth and interactive gaming experience, with responsive controls and a clean user interface.
- Hosting :** In this, I used GitHub for deployment. This enabled easy version control and made the project accessible online, allowing for seamless updates and collaboration.

### Jumping Game [\(click\)](#)

- Frontend Deployment :** In this, I used HTML and CSS for the design, and JavaScript for the functionality, where the character has to jump. This setup ensures smooth animations and responsive controls, creating an engaging and interactive gaming experience.
- Hosting :** In this, I used GitHub for deployment. This enabled easy version control and made the project accessible online, allowing for seamless updates and collaboration.

## RESEARCH PAPER [\(click\)](#)

### Wild Life Detection Providing Security to Villages – YOLO v8

- Frontend Deployment:** In this, I used the flask framework along with **Font Awesome** to build dynamic and responsive web applications. This combination allows for creating visually appealing interfaces with scalable icons, enhancing both the design and user experience.
- AI Model Training :** Trained a YOLOv8 model using a custom dataset of over 1000 images, optimized for real-time wildlife detection. The model was deployed in a cloud environment to ensure scalability and high performance.
- Dataset Management :** The dataset was organized and stored in a cloud-based storage solution (AWS S3) for easy access and management during the training process. The dataset is securely stored and versioned to allow for future updates and retraining

### Fog-Powered Video Compression for Cloud Efficiency

- Edge Computing :** Utilized fog computing to compress video data closer to the source
- Compression Logic :** Video compression based on frame-per-second analysis for optimal performance
- Cloud Storage :** Only trimmed video segments uploaded to AWS, reducing bandwidth and storage
- Efficiency Gains :** Enhanced cloud efficiency by processing data locally, minimizing overall resource usage.

## WORK EXPERIENCE

### SRM Alumni Affairs | SRM University

[\(May 2022 - Feb 2024\)](#)

- Role :** Led design initiatives for SRM Alumni Affairs, managing the overall visual direction. Organized alumni meets, conducted web development sessions for students, and designed and developed webpages for various association events and ongoing alumni meets.
- Technology:** React | Nodejs | Express.js | Figma | Photoshop