

ANIRUDH SHARMA

COMPUTER SCIENCE UNDERGRADUATE

Strong analytical skills with a constant motivation to move on.

-  R- 3, South Extension Part - 2, New Delhi
-  sharmanirudh27@gmail.com
-  +91-9928389990
-  [www.github.com/sharmanirudh](https://github.com/sharmanirudh)
-  www.linkedin.com/in/sharmanirudh

EDUCATION

NIIT University

B-Tech in CSE, 2020
- CGPA (Semester VI) - 9.42

Fr. Agnel School

Science
- Class XII - 85.4%
- Class X - 9 CGPA

SKILLS

Technical skills

- C, C++, Java, Python
JavaScript
- Android Development and
Adobe Illustrator

Soft skills

- Leadership skills, ability to
work under pressure and
self- motivation

HOBBIES

- Playing badminton and table
tennis.
- Listening to music.

ACHIEVEMENTS

Table tennis coordinator

- Organized and was the
referee all house and
inter-batch tournaments.

Others

- Won 2019 Orange house
table tennis tournament.
- Represented our University in
various inter-college table
tennis tournaments.

PROJECTS

FacePrint - Face Detection & Recognition

FEB 2019 - APRIL 2019

<https://github.com/sharmanirudh/Capstone-I-Face-Detection-andRecognition>

- Designed a human face detection and recognition system using a fully responsive (PWA) Progressive Web App with an accuracy of more than 97%.
- Learned to use TensorFlow and to make hybrid native apps through PWA.

Decibel - Threshold Sound Meter (Noise Levels)

JAN 2019 - APRIL 2019

[https://play.google.com/store/apps/details?
id=io.github.sharmanirudh.thresholdsounddetector](https://play.google.com/store/apps/details?id=io.github.sharmanirudh.thresholdsounddetector)

- An Android app that is available on the Play Store which is used to measure surrounding noise levels in Decibels and notifies the user when the threshold is crossed. Its clean and beautiful user interface makes it all the more user-friendly.
- Helped in gaining knowledge about how to publish app on Play Store and various SEO techniques.
- Currently, the app has 43K+ downloads.

Indoor Navigation App

APRIL 2019 - APRIL 2019

<https://github.com/sharmanirudh/indoor-navigation>

- Modeled a way for indoor navigation based on a database of dBm value of different WiFi routers in a location.

NU-Audi Events

OCT 2018 - DEC 2018

<http://nu-audi-events.anirudhsharma.in/login.html>

- Devised a highly expandable free of cost solution for the attendance of students in NIIT University Auditorium events.
- Got a thorough understanding of Firebase and AJAX along with hosting websites and APIs on Heroku.

Pac-Man Game

OCT 2018 - DEC 2018

<https://sharmanirudh.github.io/pacmanGame>

- Reproduced the highest-grossing arcade video game of all-time i.e. Pac-Man using HTML, CSS and JavaScript.
- Added touch support for mobile users.

Minesweeper Game

AUG 2017 - AUG 2017

<https://sharmanirudh.github.io/minesweeperGame/>

- Built online version of the Minesweeper game using HTML, CSS and JavaScript.

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INTERNSHIPS

Air India - Face Recognition based Security System

JUNE 2019 - AUG 2019

- Researched on the current face recognition techniques and proposed an architecture for face recognition based security system.