G R Sharveshram

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Education

University of Visvesvaraya College of Engineering, Bengaluru CGPA: 8.25
B.Tech. - Artificial Intelligence & Machine Learning *2021 - Present*
Kendriya Vidyalaya M.E.G & Centre, Bengaluru 94.4%
AISSCE (All India Senior School Certificate Examination, Class 12) *2021*
Kendriya Vidyalaya M.E.G & Centre, Bengaluru 95.2%
AISSCE (All India Secondary School Certificate Examination, Class 10) *2019*

Technical Skills

Languages	Python, C++, Java
Tools	NumPy, pandas, Scikit-Learn, Matplotlib, Git, Docker (Beginner)
Platforms	Linux, Windows, Arduino, GCP (Beginner)
Development Boards	Raspberry Pi, ESP32, Arduino Uno
Soft Skills	Leadership, Teamwork, Presentation, Event Management, Technical Writing

Professional Skills Acquired

Verzeo Remote
Machine Learning with Python Intern (Full Time) *Jun 2022 - Aug 2022*

Project 1: Data Visualization:

- Developed expertise in data manipulation, analysis, and visualization using Python libraries, including Pandas, Numpy, and Matplotlib.

Project 2: Machine Learning Modeling:

- Acquired proficiency in ML algorithms, including supervised/unsupervised learning, regression, and classification. Designed predictive models, while optimizing data pipelines for accuracy and efficiency.

Quant Masters UVCE
Personality Development and Public Speaking *Feb 2023*

Projects

ChatBot Deployment over Cloud:

- Developed and executed a comprehensive solution for deploying chatbots on cloud infrastructure, leveraging Google Cloud Platform (GCP) to enhance chatbot scalability, performance, and cost-efficiency. The project aimed to provide a reliable and highly responsive chatbot service for improved user engagement and seamless customer support.
- Designed and implemented the architecture for chatbot deployment, incorporating Google cloud services and continuous integration and deployment (CI/CD) pipelines to ensure optimal resource utilization.
- Employed Docker and Kubernetes for container orchestration to enhance deployment flexibility and efficiency.

Hand Tracking & Gesture Control with Raspberry Pi (Work in progress):

- The project aimed to enable gesture-based control of digital devices and applications for enhanced user interaction.
- Designed and implemented computer vision algorithms to detect and track hand movements in real-time using the Raspberry Pi camera module.
- Designed and implemented a Python-based gesture recognition engine, utilizing OpenCV for image processing, feature extraction, and object tracking to interpret hand gestures and trigger predefined actions or commands.

Positions of Responsibility

Student Coordinator at MARVEL Apr 2023 - Present
Domain: Cloud Computing and Cybersecurity *Makerspace for Advanced Research,Vital Education & Learning, UVCE*

- *Oversaw and managed MARVEL's initiatives.*
- *Guided batch students in implementing concepts in the domain.*

TEDxUVCE Dec 2022 - July 2023
Content Team

- *Planned, executed, and coordinated all correspondence with speakers to secure speaking engagements.*
- *Coordinated one-to-one sessions with entertainment speakers to coordinate and schedule their talks.*

180 Degrees Consulting Oct 2023 - Present
Event Management Director

- *Utilized the 180DC platform to drive social impact by making a positive difference in the community.*
- *Capitalized on the opportunity to gain valuable knowledge and insights by engaging with qualified mentors.*

Achievements

- International Space Science Conference, NASA (GO4GURU)
- Runner-up in INNOVIX (IMPETUS22.0@IEEE, UVCE)
- University Rank 1 in ThingQuiz (CISCO ThingQbator)
- Runner-up in MockPlacement (IMPETUS23.0@IEEE, UVCE)