

# SHASHANKSARAN R

FINAL YEAR CSE STUDENT

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## About Me

A passionate and driven Computer Science student with a strong foundation in programming, web development, and machine learning. Eager to solve real-world problems through innovative solutions, with a focus on continuous learning and growth. Skilled in Python, AI/ML, web technologies, and game development, with a keen interest in exploring new technologies.

## Education

### NIE North

*Bachelor of Engineering in Computer Science (VTU)*

**2021 – Present**

*Mysore, Karnataka*

### Base PU College

*Pre-University (State Board)*

**2019 – 2021**

*Mysore, Karnataka*

### Maharshi Public School

*Senior-Secondary (CBSE)*

**2009 – 2019**

*Mysore, Karnataka*

## Relevant Coursework

- Data Structures
- Algorithms Analysis
- Database Management
- Artificial Intelligence
- Computer Architecture
- Web Development

## Experience

### Dotch Endeavours Pvt. Ltd (InternLeap)

*Python (AI/ML) Intern*

**October 2023 – November 2023**

*Mysore, Karnataka*

- Developed and implemented machine learning models for predictive analysis using Python and libraries like TensorFlow and Scikit-learn.
- Conducted data preprocessing and feature engineering to enhance model accuracy and performance.
- Collaborated with the team to build AI-driven solutions, optimizing algorithms for real-world applications.

### Oasis Infobyte

*Web Development and Designing Intern*

**September 2023 – October 2023**

*Remote*

- Designed and developed a dynamic calculator and to-do web application using AngularJS, HTML, CSS, and JavaScript.
- Enhanced user experience by integrating responsive designs and interactive UI elements.
- Collaborated with the team to deliver projects on time, ensuring adherence to modern web development standards.

## Projects

### Parkinson's Disease Detection Using Vocal Frequency | *Python, PyTorch, Streamlit, Snowflake*

**2024**

- Developed a machine learning model to detect Parkinson's disease using vocal frequency analysis.
- Implemented neural networks for high accuracy, with support for SVM and Random Forest algorithms.
- Built an interactive dashboard using Streamlit for data visualization and hosted the solution on the cloud.

### Air Drawing Application | *OpenCV, Mediapipe, Python*

**2024**

- Designed a computer vision-based application enabling users to draw in the air using hand-tracking.
- Optimized hand-tracking accuracy and added functionalities like stop, resume, color change and clear blackboard.

### Invoice Management System | *Django, MySQL, Python*

**2023**

- Developed a web-based invoice management system for automating billing and tracking.
- Built a backend using Django with a MySQL database for secure data storage.

### 3D Shoot Game | *Unity, C*

**2023**

- Developed a 3D shoot game using Unity and C, focusing on game mechanics, player controls, and AI-driven enemies.
- Implemented features such as shooting, health systems, and level progression.
- Optimized game performance and integrated sound effects for an immersive user experience.

## Skills

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**Languages:** Python, C, HTML/CSS, JavaScript, SQL

**Developer Tools:** Visual Studio Code, Google Collab, PyCharm, Unity

**Technologies/Frameworks:** Git, GitHub, Django, MySQL

**Additional Skills:** Microsoft Office (Word, Excel, PowerPoint), Canva

## Participation

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### Hacksprint

**2024**

*PES College of Engineering, Mandya*

- Participated in a 24-hour hackathon at PES Mandya, where we developed a Study Group web application.
- Collaborated with a team to design and implement features for group study management, including scheduling and resource sharing.
- Gained hands-on experience in rapid development, problem-solving, and teamwork under time constraints.

### Google DevFest

**2023**

*NIE North*

- Attended Google DevFest 2023 at NIE North, organized by the Google Developers Group.
- Gained hands-on experience and insights through sessions on Google Cloud, Flutter, Web Development, and Machine Learning.
- Participated in workshops and discussions focused on building modern applications and leveraging Google technologies.

### NIE GFG P4P 2.0

**2022**

*NIE South*

- Participated in Practice for Placement (P4P) 2.0 program organized by GeeksforGeeks at NIE.
- Enhanced problem-solving and coding skills through hands-on challenges and mentorship.
- Focused on competitive programming, data structures, and algorithms.

## Certifications

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### Foundations of Cybersecurity

**2024**

*Google*

### Mobile App Development using Flutter

**2024**

*IVIS Labs*

### Google Cloud Digital Leader Track

**2023**

*Google Cloud*

### Python Fundamentals for Beginners

**2022**

*Great Learning*

## Languages

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**Fluent:** Kannada, English

**Intermediate:** Hindi, Tamil

## Soft Skills

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Creativity, Work Ethics, Time Management, Problem-Solving, Adaptability

## Personal Details

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**Father's Name:** S RAMESH KUMAR

**Mother's Name:** B K KUSUMA RAI

**Date of Birth:** 14/11/2002

**Gender:** Male

**Nationality:** INDIAN