SHIKHAR JAISWAL

Computer Science & Engineering
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ACADEMIC DETAILS

Year	Degree	Institute/Affiliation	Percentage/CGPA
2015-2019	BTech In Computer Science and Engineering	Indian Institute Of Technology Ropar	CGPA: **7.27/10**
2014	Class XII	St. Basil School (ISC Board)	Percentage: **90.8%** **95%** in P+C+M+Computer
2012	Class X	St. Basil School (ICSE Board)	Percentage: **84.29%** **99%** in Computer Science

TECHNICAL SKILLS AND ABILITIES

- **Programming Languages** **:** C, C++, Java, JavaScript (Beginner), HTML5 and CSS
- **Programming Scripts** **:** PHP
- **Tools** **:** Django**,** MATLAB and Android Studio
- **Environments** **:** Linux, Windows

RELEVANT COURSES OPTED

Introduction to Discrete Mathematics, Introduction to Programming, Data Structures, Computer Architecture, Digital Electronics Circuits, Programming Paradigms And Pragmatics, Software Systems, Machine Learning, Operating System, Analysis and Design of Algorithm, Software Engineering, Introduction to Database Systems, Computer Networks, Logic and Computability, Computer Graphics, Computer Vision, Data Mining

INDUSTRY EXPERIENCE

MAQ Software | Software Engineering Intern (June'18-July'18)

- Followed Agile SDLC model to address the requirement of US-based client.
- Designed an ETL, SQL Server Integration Services (SSIS) package to take the backup of data from **Data mart** at some respective day of the month.
- Created transaction efficient stored procedure and scheduled the job through SQL Server Agent.
- Worked on Business Intelligence reporting tool (Power BI) to showcase the reports to clients.

UNDERGRADUATE PROJECT

I spoke that? (Aug'18-Apr'19)

Given an image of the target person and the text/audio as input, Generate the video frames of the target person imitating the text/audio with facial expressions and lip movements.

GRID dataset was used to train the Encoder, Decoder network on 33 unique speakers, each uttering 1000 phonetically varied unique sentences to capture the way a phoneme is being spoken and also using Gated Recurrent Unit (GRU) to capture the temporal information of spoken text/audio.

ACADEMIC PROJECTS

- **Find'nTravel (Mar'19-Apr'19)**
  The objective was to understand, mine and analyze the pattern of the users using the BrightKite app. In this a location was given as input which may not have been visited by the user, then the user was recommended places which can be visited around the given input location based on his interest and travel check-in patterns. Along with places user was also recommended with a list of stranger/friends which are likely to accompany the user at each place based on user likeliness with other users i.e. suggesting those users who share common check-in patterns.

- **Parking Lot (Oct'18-Nov'18)**
  A real-time model was built using Computer Vision/ Machine Learning technique to detect parking spaces in parking lot irrespective of weather conditions. The PKLot dataset was used to achieve this. Techniques include Canny edge, Support Vector Machine, Hue-saturation color space.

- **Pakki Seat (Sep'17-Nov'17)**
  This web app provides user with the best alternative option to book confirm ticket on IRCTC if user get a waiting seat in his query for the source and destination station. (Depending on the availability of tickets at previous stations)
  Other features of this app is to provides Train fare inquiry, PNR Status, Live Train Status, Trains route, Trains between Stations.

- **Web Application For Guest House and Mess-Food Booking (Feb'17 to April'17)**
  This web app provides you to book meal in Mess/Guest-house. Objective was to avoid food wastage by facilitating the mess owner know beforehand how many people are going to dine-in.

- **Sudoku Solver App (Jun'17 to July' 17)**
  This android app lets the user, find the solution to an unsolved 9x9 Sudoku.

- **SMS Spam Detector (Oct'17-Nov'17)**
  To achieve this machine learning models were trained after the feature extraction on Spam data set from UCI repository. Out of various algorithms like Support Vector Machine (SVM), Naive Bayes (NB), K-Nearest Neighbors (KNN), Random forest, latter performed the best with accuracy 97.94%

- **Peer to Peer – POS and KIOSK Terminal (Dec'17)**
  This web based app is a replication of Point of sale (POS) and Kiosk for issuing of cards like we have in big malls (Food court card), different POS and Kiosk was hosted with same address on web but with different Port number. Features were –Issue new card, recharge old card, last 10 transaction, top selling item, POS with highest transactions.

Other Relevant Projects:

Android App 'Ghost'- Word predictive game between user and computer -one who cannot predict the word loses the game, **Android App 'Anagram'** – predict as many anagram possible with given word -more the prediction more is the score, **Sentiment of a movie by its review**, Predicted angle to be rotated in **Self-driving cars** by using image of the road ahead, **Course Management Portal**, **Automatic Lightening System**

ACHIEVEMENTS AND RESPONSIBILITIES

- **Coordinator of Zenith-Astronomy Club** at IIT Ropar.
- **Part of the Runner-up team in Inter-year Basketball team** organized by Board of sports activities, IIT Ropar.
- Represented IIT Ropar in Astronomy competition in **Inter-IIT Tech Meet'18**