

# Shivang Shukla

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[Leetcode](#) | [GitHub](#) | [Hackerrank](#)

## Education

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**GLA University | Mathura, Uttar Pradesh**

Computer Science and Engineering

Current CPI: 8.0/10

September 2022 - June 2026

## Professional Experience

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**Software Engineering Virtual Experience | J.P. Morgan | Forage**

June 2024

- Set up a local dev environment by downloading the necessary files, tools and dependencies.
- Fixed broken files in the repository to make web application output correctly.
- Used JPMorgan Chase's open source library called Perspective to generate a live graph that displays a data feed in a clear and visually appealing way for traders to monitor.

**Internship | Artificial Intelligence | CodSoft**

June 2024

- Crafted an AI chatbot by processing and tokenizing text data, leveraging a sequential neural network model.
- Incorporated an AI-based computer player into the classic tic-tac-toe game.
- Employed computer vision with TensorFlow to develop a face detection model.

**Internship | Data Science and Analytics | Zidio Development**

July 2024

- Developed a speech recognition model by collecting emotion-labeled speech samples
- Applied preprocessing techniques to clean and standardize the audio data
- Achieved up to 99% accuracy in digit recognition project using convolutional neural network and feature extraction from raw images

## Achievements and Certifications

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**J.P Morgan Chase and Co. | Job Simulation on Forage Certification**

June 2024

- [Certificate](#)

**Problem Solving Intermediate Certification | Hackerrank**

June 2024

- [Certificate](#)

**Problem Solving Basic Certification | Hackerrank**

April 2024

- [Certificate](#)

**Java Basic Certification | Hackerrank**

April 2024

- [Certificate](#)

## Technical Skills

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**Programming Languages:** Java, Python, C, Html, CSS, and Javascript

**Frameworks and Libraries:** TensorFlow, Keras

**Platforms :** GitHub, OracleLiveSql, VMware, Azure

## Academic Projects

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### FIND THE COIN | GAME | JAVA [GitHub](#)

- Console based game where users have to guess the location of hidden coins in a 8x8 matrix.
- Concepts of random generation, multi-players and console design are implemented with error and flow control.

### HANGMAN | GAME | PYTHON [GitHub](#)

- It's a mini project to showcase the command on language and beginner concepts of python.
- Classic word guessing game made with lists, functions, and flow control.

### USER INTERFACE DESIGN OF YOUTUBE | HTML/CSS [GitHub](#)

- Created YouTube's front end user interface design by using basic HTML/CSS.

## Leadership & Extracurricular

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### Creative Head | NATRAJ DANCE CLUB | GLA University

- Managed media production for the club, including video creation and visual content design.
- Choreographed dance performances for events and competitions.
- Led a team to victory as the lead choreographer in the Battle of the Dance at GLAU's annual festival, SPANDAN 2K24.

### Video Editing and Videography

- Worked as a freelance video editor specializing in motion editing, cinematography and creating intros.
- Conducted promotional shoots for cafes, restaurants, and studios.

### Dance Enthusiast and YouTube Content Creator

- Active participant in dance performances and competitions, showcasing strong skills and passion for dance
- Maintains a YouTube channel featuring dance videos, with one video garnering over 200,000 views