CHINMAY SHARMA

International Institute of Information Technology, Bangalore

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INTERNSHIP

Python Engineer
Indian Space Research Organisation (ISRO)

📅 January 2024 – June 2024

- Developed an AI-powered chatbot leveraging data analytics to enhance customer service.
- Designed and implemented a user-friendly interface, conducted user testing, and iterated on feedback to enhance chatbot performance.
- Created a fully customizable system, allowing users to adapt the chatbot to future requirements, improving flexibility and comfort.
- Gained proficiency in Python, Pandas, NumPy, and cloud services

MENTORSHIP

Teaching Assistant
Python

📅 August 2023 – December 2023

- Teaching Assistant in Python Programming course for freshman students at IIIT-Bangalore, assisting with labs and assignments.

PROJECTS

Online Movie Ticket Booking System :-
DevOps(Team Project)

- Developed a scalable movie ticket booking system using DevOps practices effectively to streamline operations.
- Utilized MongoDB for data management and storage solutions.
- Managed source control with Git and GitHub.
- Automated CI/CD pipeline with Jenkins for continuous deployment processes, ensuring faster delivery and improved reliability.
- Employed Docker for containerization and Kubernetes for orchestration benefits and scalability.
- Conducted thorough testing and created extensive documentation for better user experience and understanding.
- **Technologies Used**: Python, React.js, Node.js, Express.js, Jenkins, Docker, Kubernetes, Git, GitHub, and MongoDB

Blood Bank :-
Web Application(Individual Project)

- A Blood Bank Management System streamlines the processes of blood donation, storage, and distribution.
- The system enables administrators to effectively manage users and blood inventory, providing real-time tracking for efficient donor registrations, staff management, and stock updates.
- **Technologies Used**: PHP, HTML, CSS, and SQL for Datasets.

Snake Game and Uno Game :-
PyGame(Individual Project)

- Developed a Snake Game featuring robust collision detection, dynamic scoring mechanisms, and smooth gameplay.
- Additionally, developed a fully functional Uno Game with comprehensive multiplayer capabilities, including turn-based logic and real-time interactions, along with a user-friendly interface designed to enhance player engagement and usability.
- **Technologies Used**: Python, PyGame, Git, and OOPs concepts.

EDUCATION

INTEGRATED M.TECH IN CSE
International Institute of Information Technology(Bangalore)

📅 July 2024

CLASS XII
The Saint Vincent High SEC. SCHOOL(Gwalior)

📅 June 2019

CLASS X
Gwalior Glory High SEC. School(Gwalior)

📅 June 2017

SKILLS

Languages :-

C/C++   Java   Python   OOPs   SQL   MySQL   NoSQL   PHP   HTML   CSS   JavaScript

Frameworks & Tools :-

Django   NumPy   Pandas   Flask   React   Node.js   Jenkins   Docker   Kubernetes   MongoDB   Power BI   Git/GitHub   LaTex

COURSEWORK

- Data Structures and Algorithms
- Database Management System
- Cloud Computing
- Software Testing

ACHIEVEMENTS

- Secured 99.73 percentile in JEE MAINS, among 1.5 million+ candidates in 2019.
- Good in Football(Goalkeeper) and Chess. Selected to represent IIIT-Bangalore as Captain in various Football and Chess Tournaments and won proudly.

EXTRA-CURRICULAR

- **Event Management:** Managed various functions at IIIT-B events successfully.
- **Traits:** Responsible, Positive, Persuasive, Team Player with strong dedication.
- **Reading:** Space science, Hindu mythology for valuable insights.