SHLOKA MAHESHEKA

Kolkata, West Bengal

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Github
Leetcode
Stopstalk
Linkedin

Education

Netaji Subhash Engineering College   **July 2018 – July 2022**
Bachelor of Technology in Computer Science Engineering, CGPA: 9.09   *Kolkata,West Bengal*

Experience

Intern   **June 2022 -**
Thoughtworks
- Developed website for virtual art gallery using ReactJs, SpringBoot framework and Postgress.
- Designed and Developed Restful services using Spring Boot and 3-layer architecture and incorporating OOPs concepts.
- Developed JUnit and Hamcrest test cases for unit testing following Test Driven Development(TDD) .
- Used Circle CI as our continuous integration and continuous delivery(CI/CD) platform and Heroku as cloud platform.
- Worked in Agile methodology environment including code review for peers and agile estimation.

Problem Setter   **May 2021 - May 2022**
CodeChef
- Created a series of questions at CodeChef for private and public contents held by our college community.
- Incorporated data structures,algorithms and problem-solving skills to set the problem and create test cases .
- Tested other problems in the contest by providing edge test cases.
- Worked in a team and collaborated with them to test and analyse the problem.

Projects

Super Resolution of Images | *Python, Keras, TensorFlow, Google Cloud Collaborate*   **April 2022**
- ∗ Designed a machine learning model to convert low resolution images to high resolution image using SRGAN.
- ∗ Used Python, Keras, TensorFlow to implement the architecture and code of SRGAN.
- ∗ Implemented the model where the input image gets super resolved and sent back to the user.

Image Classifier to sort waste | *Python, Tensorflow,Keras, Google Cloud Collaborate*   **August 2021**
- ∗ Developed an image classifier to classify waste in garbage and non-garbage with 90 % efficiency.
- ∗ Implemented using Python, Keras and Tensorflow in Google Collaborate.
- ∗ Developed as a part of Smart India Hackathon(SIH) model.

Unbeatable Tic Tac Toe Game | *HTML, CSS,JavaScript*   **October 2020**
- ∗ Created a web page using HTML,CSS and JavaScript to make computer play against human.
- ∗ Used the concept of Game Tree followed by minimax algorithm.
- ∗ It calculates all possible moves for Computer and uses that to determine the best possible move.

Wireless Home Automation | *Arduino,Node MCU,Relays*   **April 2019**
- ∗ Designed a system to monitor power consumption of user through wireless home automation
- ∗ Used Arduino ,Node MCU(WiFi-module) and relays to program and connect to the hardware attached.
- ∗ Implemented monitoring of power consumption through Blink app which calculates the time the appliance was in use.

Skills

Languages/Frameworks: C++, C, Python, Java, HTML/CSS, SQL, SpringBoot, RESTful APIs, ReactJs, TDD
Developer Tools: GitHub, Git, IntelliJ IDEA, VS Code, Jupiter Notebook, Google Collaborate, Postman
Problem Solving Skills,Data Structures, Algorithms, OOP's concepts

Competitions

Google HashCode   **February 2020**
Participation
Smart India Hackathon   **November 2019**
Winner at Internal Smart India Hackathon
ACM-ICPC   **September 2019**
Participation
Demonstration of IOT Project   **April 2019**
Winner
Hult Prize   **November 2018**
Winner at College Level