SHREYASHI JAISWAL

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EDUCATION

- **Ajay Kumar Garg Engineering College** **Ghaziabad, India**
  Bachelor of Technology - Computer Science and Engineering(AI and ML). *CGPA: 8.02* *Dec 2020 - present*
  Courses: *Operating Systems, Data Structures, Analysis Of Algorithms, Artificial Intelligence, Machine Learning, , Database Management System, Computer Networks, Data Warehouse and Data Mining, Cloud Computing*

SKILLS SUMMARY

- **Languages**: C, C++,C#, Dart, Python
- **Development**: HTML, CSS, Flutter(Android App Development),ASP.NET
- **Tools**: Android Studio, Visual Studio Code, Photoshop
- **Soft Skills**: Leadership, Problem Solving, Event Management, Teamwork, Time Management, Empathy

PROJECTS

- **iParking System**: Building an Intelligent parking system that focuses on training a virtual agent to autonomously navigate and park a car in diverse scenarios, emulating real-world challenges. Addresses aspects such as:like spatial awareness, trajectory planning, and real-time decision-making. Technologies used: Machine Learning, Reinforcement Learning and Unity engine.

  Development and Evaluation of Autonomous Parking System Utilizing Reinforcement Learning Agents within Unity3D Environment (RESEARCH PAPER) - A paper targeting the autonomous parking problem using Unity Engine, Unity ML-Agents, and Reinforcement Learning. Published in the International Journal For Multidisciplinary Research (IJFMR), Volume 6, Issue 3, May-June 2024.

- **School Management System with ASP.NET**: The School Management System is a web-based application designed to streamline and automate various administrative tasks and processes in a school setting. The system aims to provide an efficient and user-friendly platform for managing student information, academic records, teacher data, and other school-related activities.Technologies used:HTML5,CSS3,Java Script,C#(.NET framework).

- **Jarvis Voice Assistant**: processes voice input and provides output through voice and on-screen text. Voice Assistant works in three steps -

  1. Speech Recognition - Recognition of voice using the microphone of the device and converting it into text.

  2. Speech Manipulation -Transforming text input into actionable instructions for the computer.

  3. Interpreting Commands - Executing the command according to the specific function it is called for.

  Stops on commands like "quit", "stop", or "exit". Technologies used: Python, Speech Recognition, Natural Language Processing(NLP) and Web Scraping.

- **AnantVedha Edutech App using Flutter**: The AnantVedha Edutech App is a mobile application designed to streamline administrative tasks for teachers and provide a user-friendly interface for students to access class information and resources. Technologies used: Dart, Flutter and Android Studio.

- **Calculator**: GUI based calculator that can perform arithmetical calculations such as: addition(+), subtraction(-), multiplication(*), division(/), and so on. Technologies used: Python, Tkinter.

CERTIFICATIONS

ICT Academy Honeywell (Cyber Security)- March,2024

IBM SkillsBuild (Artificial Intelligence)- February,2024

IBM SkillsBuild (Data Science)- February,2024

Infosys Springboard (Python)- March,2023

Remarkskill Education (Python)- November,2021

Extra Curricular

- HEAD Coordinator of the Photography and Media Club (AKGEC).

  1. Sports Photographer - Proficient in capturing diverse sports events using camera and tripod.

  2. Event Photographer - Specialized in covering events like: conferences, meetings, parties, workshop, etc.

  3. Content Writer - Profound in creating various types of contents for social media posts and articles.

- Created College Reports for three consecutive years(2021, 2022, 2023)and covered more than 30 events.

- Coordinated large events like: "TABLE TENNIS TOURNAMENT"(2022), Freshers' Party(2023) at our College.

- Interests: Photography, Videography, Content Writing, Editing, Singing, Sketching, Badminton.