

# SIDDHANT MISHRA

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## EDUCATION

### Bachelor of Engineering (B.E.) in Computer Engineering

St. Francis Institute of Technology, University of Mumbai | Mumbai, India

### Diploma in Computer Engineering

Zagdu Singh Charitable Trust's Thakur Polytechnic, MSBTE | Mumbai, India

## EXPERIENCE

### CAPGEMINI TECHNOLOGY SERVICES INDIA LTD

September 2022 – Present

#### Associate Consultant / Software Engineer | Mumbai, India

- Collaborated with managers & directors to research and design machine learning models and pipelines.
- Researched & developed machine learning pipelines to deploy models and register endpoints, improving the efficiency and accuracy of the production process by 9%.
- Leveraged Azure ML Studio and AWS SageMaker to develop and deploy scalable and cost-effective machine learning solutions to production, resulting in increased revenue and improved customer satisfaction.
- Worked as a team lead for developing back-end systems using Python Flask, displaying experience in building robust and scalable back-end components to enhance the project's overall functionality and performance.
- Collaborated with cross-functional teams to design and implement MS Fabric data pipelines, enhancing data accessibility and quality. Utilized Azure Functions and LogicApps for automating data workflows.

### STATIC. INT EDUCARE

April 2020 – August 2022

#### Software Developer & Instructor | Mumbai, India

- Developed Android (Java) & Flutter Application with various authentication features (email-password, google sign-in, apple sign-in), integration with cloud storage as well as with various Restful APIs.
- Utilized NodeJS to build efficient and scalable back-end services, ensuring seamless integration with front-end applications.
- Worked as a team lead, helped & managed teams to achieve the objectives.

## PROJECTS

### SPOTIFY CONNECT

June 2021 – February 2022

Flutter, Django, Google Firebase

- A social media application which recommends friends based on user's Spotify Profile which includes factors like location, musical profile, top artists and genres.
- A Flutter Android application backed with Django API services providing several features for better user interactions & a real-time database i.e., Google Firestore for storing user data.
- Leveraged Spotify SDK & APIs to help users authenticate their Spotify profile & extract several music features from user playlist to create a vector which was used as an input for an Interaction Ranking algorithm for friend recommendations.

### CHESS MOVES PREDICTION

January 2021 – June 2021

Python, Neural Networks, PyGame Library

- A system that plays chess based on given game state and predict & compete against players in chess games.
- A Neural Network model was trained on 15,00,000 different chessboard states using Convolutional Neural Network along with incorporation of activation functions such as ReLU (Rectified Linear Unit) and Sigmoid, a minimax algorithm.
- PyGame library was utilized to develop the user-interface of application i.e., the chess board.

## TECHNICAL SKILLS

- **Programming:** Python, Java, JavaScript, Dart, C++, C.
- **Web Development:** HTML, CSS, Bootstrap, PHP.
- **Storage/Databases:** Amazon S3, ADLS Gen2, Google Cloud Storage, MySQL, Cloud Firestore.
- **Tools/Platforms:** Git, Postman, Heroku, MS Azure, MySQL, Azure ML Studio, Azure Functions, LogicApps, AWS SageMaker, MS Fabric, GCP, Azure Data Factory
- **Operating System:** Linux, Windows.
- **Frameworks:** Flask, Android (Java), Flutter, NodeJS, Express.

## ADDITIONAL EXPERIENCE & EXTRA CURRICULAR ACTIVITIES

- [Chess Moves Prediction Using Deep Learning Neural Networks](#) | IEEE Research Paper
- [Digital Solution to Combat Bribery and Justice Restoration System](#) | IEEE Research Paper
- Assumed the role Technical Lead & Executive member of CodeX (Technical Committee) and CodeChef SFIT Chapter, respectively.