Vaibhav Gupta

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"The power of the ideal is in the practical" -Swami Vivekananda

CAREER OBJECTIVE

To further my studies to the highest level possible so as to be able to orient, explore, calibrate, advance and exploit my talents in order to work with the most challenging and demanding organization with tougher activities so as to boost, advance, improves and develops my career in service to all people.

EDUCATION

Degree/Class	College/School	University/ Conducting Board	Passing Year	Pass Percent- age/CGPA
B.Tech, Computer Science Engineering	Maharaja Agrasen Institute of Technology ,Rohini Sector-22, New Delhi (110086)	Indraprastha University	2020	72%
Senior Secondary XII (Science)	Sm Arya Public School, Punjabi Bagh, New Delhi (110026)	CBSE Board	2016	90.40%
Secondary X	St. Mary's Sec. School, Sambhal, Uttar Pradesh (244302))	CBSE Board	2014	9.00/10

PROJECTS

1. Image Classification using Deep Learning Model.
   - Technologies used : Pytorch, Torchvision, Transfer learning, Google Colab, opencv, numpy, Convolutional Neural Networks (CNN).
   - Details: A image is given as an input to the pre- trained model (Resnet 152) and a vector of several classes was received as an output which contains the probability of the occurrence of the particular class. Analyzing this vector the name of the correct animal is predicted.
2. Programming an autonomous robot (FireBird 5).
   - Technologies used : C Programming (Embedded C), Algorithms.
   - Details : lists of animal location and the deposition locations (Habitat location) were communicated to the robot using Serial Communication. The task of the robot was to find the shortest path to traverse the graph (arena), pick the object and deposit the object to the destination.
3. Periodic Table using File Handling in C Programming Language.
   - Technologies used : FILE Handling in C Programming language.
   - Details : In this project user can edit the data in the file and search the data using any of the property of the element (e.g. atomic number, atomic mass,symbol,name etc.).
4. Tic Tac Toe game development using JAVA Application Development.
   - Technologies used : javax.swing package of Java, NetBeans IDE, Algorithms.
   - Details : The important feature of the game is that even a single person can play the game with the computer. Game is developed using algorithms in java. Accuracy of the computer to win is 92%.

TECHNICAL SKILLS

- C++ Programming Language (Advanced)
- C Programming (Advanced)
- Data Structures and Algorithms (Advanced)
- Deep Learning (Intermediate)
- Java (Intermediate)
- Open CV (Beginner)
- Python (Beginner)

TRAINING AND INTERNSHIPS

RESEARCH PUBLICATIONS