

# Vaibhav Gupta

"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	Board	Year	Pass Percent- age/CGPA
Science Engineering	Konini Sector-22. New Deini (110000)	Indraprastha University		72%
MII (Science)	Sm Arya Public School, Punjabi Bagh, New Delhi (110026)			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, opency, 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.
  - o 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)

## SOFT SKILLS

- 1. Time Management
- 2. Decision Making
- 3. Leadership
- 4. Ability to Work Under Pressure
- 5. Adaptability
- 6. Team Work.

## **INTERESTS**

- 1. Watching movies and TV series
- 2. Listening music
- 3. Solving puzzles
- 4. Repairing electronic devices
- 5. Gardening
- 6. Playing Cards
- 7. Cooking.

## EXTRA CURRICULAR ACTIVITIES

- Playing Badminton
- Playing Cricket
- Traveling
- Gym Freak.

# **CO-CURRICULAR ACTIVITIES**

- 1. Participation in Competitive Coding events
- 2. Member of the Base Society
- 3. Dancing(Enjoying)
- 4. Science, Physics, Maths Olympiads.

## **ACHIEVEMENTS**

2018-2019 First prize winner at e-Yantra Robotics competition (2018-2019) conducted by IIT-Bombay sponsored by MHRD.

2018 4 star coder on Codechef.com (competitive coding) handle - (https://www.codechef.com/users/vaibhavg1998)

## PERSONAL INFORMATION

Father's Name:	Alekh Gupta	
Mother's Name:	Renu Agarwal	
Sex:	Male	
Date of Birth:	04 / June / 1998	
Nationality:	Indian	
Marital Status:	Unmarried	

# **REFERENCE**

## Mr. Anupam Kumar.

Assistant Professor

Department of Computer Science and Engineering

Maharaja Agrasen Institute of Technology, Sector-22, Rohini, New Delhi

E-mail: anupamkumar@mait.ac.in

## **DECLARATION**

All the information mentioned above is correct to the best of my knowledge.

## DATE

17/04/2019