VEDANT KASHYAP

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Education

Graphic Era Deemed to be University **2021-2025**
Bachelor of Technology in Computer Science and Engineering *Dehradun, Uttarakhand, INDIA*
- Cumulative GPA: 8.77/10.0

Brilliant Public School **2020-2021**
HSC / Intermediate *Bilaspur, Chhattisgarh, INDIA*
- CBSE Board *(Percentage) : 90%*

Technical skills

Languages : C, C++, Java, JavaScript, SQL, Python
Database : MySQL(Oracle), MongoDB
Machine Learning Tools : TensorFlow, NLTK, Keras, Matplotlib, OpenCV, Jupyter Notebook, Mediapipe
Web Technologies : HTML/CSS, Tailwind CSS, React.js, Node.js, Express.js
Game Design Tool : Unreal Engine 5 (UE5)

Achievements

See my Badges : holopin.io/@vedantk1003
Certificates : Web Development , Game Development, J.P. Morgan's Software Engineering Job Simulation
Leetcode : vedantk1003 with a 1678 rating, achieved A.I.R 784 in Weekly Contest 368.
Contributed to **Open Source** - Hacktoberfest2023

Experience

GeeksForGeeks **January 2024 - April 2024**
Technical Content Writer Intern.
- As a technical content writer intern, I have the opportunity to explore and write about a wide range of categories related to technology, software development, and engineering. These categories include DevOps, web technologies, Python, machine learning, databases, Git, NLP and AI/ML/DS blogs.

Projects

Gesture-Control-Presentation | *OpenCV, PyCharm, Mediapipe, NumPy, cvzone* | Project-Link
- Objective : Implement a robust hand gesture recognition system using computer vision techniques and machine learning algorithms.
- Train the system to accurately recognize specific gestures for moving the slides forward, backward, pointing, and initiating the drawing mode. Thumb for backward, index and middle for pointing, index for drawing, little finger for forward, and three fingers for erasing. Enhance interactivity and engagement in presentations.
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Survival-Probability-Model | *Nltk, TensorFlow, Ipython, Pandas, Pickel* | Project-Link
- Leverage machine learning to forecast survival in the Titanic dataset by crafting a TensorFlow linear classifier model.
- Methodology: Develop the model using age, fare, sex, and class as key features, and train it to assess accuracy.
- Significance: Attain insightful understandings into survival determinants while demonstrating the real-world utility of machine learning.

Firebase-Contact-App | React.js, JavaScript, Firebase, TailwindCss | Project-Link
- Objective : Develop a contact app utilizing Firebase Firestore.
- Implementing CRUD operations and contact search functionality using Firebase in a React project.
- We delved into the Firebase Firestore configuration to ensure the appropriate permissions and policies were in place to secure our database interactions and protect user data.
- The completed app is hosted on Site for users to access.

Immersive-Survival-Experience: UE5 | *UE5(Unreal Engine 5), Blueprints, C++* | Project-Link
- Develop a survival game in Unreal Engine 5, featuring a challenging environment, enemies, tasks, and a dungeon.
- Key Elements: Creation of an immersive survival environment, enemy design, task implementation, and intricate dungeon design.
- Utilize Unreal Engine 5, 3D modelling software, level design tools, animation tools, sound effects, and game assets.