



Shubham Verma

Final Year Undergraduate
Electrical and Electronics Engineering
National Institute Of Technology, Andhra Pradesh

+91-6206165002
shubhamverma9231@gmail.com
521243@student.nitandhra.ac.in
https://github.com/verma3shubham

EDUCATION

- | | | |
|---|-----------------------|----------------------|
| - National Institute of Technology, Andhra Pradesh | | West Godavari, India |
| B.Tech. in Electrical and Electronics Engineering | CGPA - 8.03/10 | Nov 2021 – Jun 2025 |
| - S.P.M. College | | Nalanda, Bihar |
| Senior Secondary (XII) | BSEB | 2020 |
| - ST. Joseph Academy | | Nalanda, Bihar |
| Secondary (X) | CBSE | 2018 |

EXPERIENCE

- Academic Section, Indian Institute of Technology, Patna** May 2024 - Ju 2024
Machine Learning Project Intern
– Assisted in the preprocessing and analysis of large datasets to extract meaningful insights and improve model accuracy

PROJECTS

- Frontend Development for Real Estate** Jan 2024 - May 2024
– Developed responsive and user-friendly interfaces for real estate websites using HTML, CSS, Javascript and ReactJs
– Utilized frameworks like ReactJs to build dynamic web applications, ensuring cross-browser compatibility and performance optimization
- Movie Recommendation System and SMS Spam Detection** Feb 2024 - May 2024
– Utilized Python, Pandas, NumPy, Sklearn, TensorFlow, and Keras to recommend movie based on “cast”, “crew”, “genre” and “keyword” using tmdb_5000 Datasets.
– Applied advanced machine learning and deep learning algorithms, including Random Forests and Artificial Neural Networks (ANN), to achieve the high accuracy in detecting SMS Spam .
- Food Service Website** June 2024 - July 2024
– Developed a fully functional Food Service Website using HTML, CSS, NodeJs, ExpressJs, and MongoDB, enabling CRUD operations on food services.
– Implemented authentication functionality for website security and created an admin dashboard for management of food services
- Developed TODO App & Stone- Scissor-Papper Game & Snake Game** Sep 2023
– TODO developed by ReactJs , Stone-Paper-Scissor developed by Python and Snake Game developed by JavaScript

TECHNICAL SKILLS AND INTERESTS

Programming Languages: Java, Python, SQL, JavaScript, HTML/CSS & MATLAB

Frameworks: ReactJs, NodeJs, ExpressJs, Pandas, NumPy & Matplotlib

Relevant Coursework: Introduction to Machine Learning, Algorithmic Thinking and Programming, Data Structures and Algorithms, Object Oriented Programming & Database Management System

CERTIFICATIONS

- Java Programing** Udemy 2024
- Intermediate Machine Learning** Coursera 2024
- Intro to Deep Learning** Nvidia 2024
- DSA** Udemy 2024
- Data Base Management System** NPTEL 2023

POSITIONS OF RESPONSIBILITY

- | | |
|--|----------------------|
| - Executive Member , Electrical Engineering Association, NIT Andhra Pradesh | Aug 2022 - July 2023 |
| - Executive Member , Literary & Debate Club, NIT Andhra Pradesh | Aug 2022 - July 2023 |

ACHIEVEMENTS

- Hacker Rank** 5 stars on problem solving Java **LeetCode** : 350+ questions and 3 lakh rank
- Intra NIT AP Cricket Tournament** Secured the winning position in the Event.