

# VISHAL JHA

Undergraduate student, 4th semester

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## EDUCATION

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### SRM University

Bachelor of Engineering (B.E.) in Computer Science with specialisation in AIML (9.24 CGPA)

June 2019 – June 2023

Delhi-NCR, India

### DLF Public School

XII - CBSE Board, 84.8%

June 2019

Ghaziabad, India

### DLF Public School

X - CBSE Board, 9.6 CGPA

June 2017

Ghaziabad, India

## EXPERIENCE

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### Credex Technology

WebApp development Intern

Jan 2021 – March 2021

Noida, India

- Developed a wallet system in the Kamadgiri web application[backend] for farmers and merchants and connected it to their frontend for displaying the information at their portal.
- Created an API to display redemption points for farmers and merchants.
- The frontend was developed on Angular and used MongoDB for server side development with the aid of Postman and Robo3T.

## PROJECTS WORKSHOPS

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### Sorting algorithm Visualizer | React, HTML, CSS, Javascript, Netlify

[Code] [Demo]

- Developed a web application on React JS library to present the working of sorting algorithms visually on how they proceed to sort a randomly generated array.
- Sorting algorithms implemented are merge sort, quick sort heap sort and bubble sort. All algorithms were animated using bar-lengths representing the randomized array sorted.
- The application is deployed using Netlify.

### Sudoku game | Python

[Code]

- Created a python application to solve a randomly generated Sudoku board.
- The user can take a timed attempt on the generated sudoku puzzle, and can also take hints.
- The program can itself solve the randomly generated sudoku puzzle using backtracking algorithm.

### Dog-Cat classifier | Python, Jupyter notebook

[Code]

- Developed an image classifier machine learning model which classifies the given image into one of the two classes: Dog and cat.
- Used a Convolution neural network to train the the model on a data-set of 8000 dog and cat images.
- The model achieved an accuracy of 0.989 on the data-set

### Coin man | Java, Android Studio

[Code]

- Developed an android game which is inspired by the famous Flappy bird game.
- The app uses libGDX, a cross-platform Java game development framework based on OpenGL (ES).

### Python programming workshop | IIT Delhi, 2019

- The workshop was on basics of python programming and its various applications.
- The workshop was organised in collaboration with robothon and IIT Delhi.

## TECHNICAL SKILLS

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**Languages:** Python, Java, C++, HTML/CSS, JavaScript

**Developer Tools:** VS Code, Eclipse, Android Studio, Jupyter Notebook, Spyder, Google colab

**Technologies/Frameworks:** Numpy, Pandas, Matplotlib, Seaborn, Tensorflow, GitHub

## SCHOLASTIC ACHIEVEMENTS HONOURS

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- Awarded the Scholar Title for meritorius performance in the academic year 2016-17.
- Elected as the School vice-president among 250 students in 2017.
- Secured 2nd position at Computefest, 2018.
- Secured 3rd position at Technolympics, 2016.

## CERTIFICATIONS

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**Algorithms Specialisation** Stanford Online, Coursera  
**Machine Learning by Andrew Ng** Stanford Online, Coursera  
**Deep Learning and Neural networks** Udemy  
**Android development - Oreo** Udemy  
**Virtual Internship – KPMG** InsideSherpa  
**Virtual Internship – JP Morgan and Chase** InsideSherpa

## LEADERSHIP / EXTRACURRICULAR

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### CodeChef Chapter - SRMNCR

**April 2021 – Present**

*Core member*

*SRM-IST*

- Codechef chapter is a programming clubs run and maintained by the official chapter leaders and mentored by CodeChef a competitive programming site.
- Achieved 1st position at Code-N-conquer, a 30 day coding competition.
- A 2 Star CodeChef competitive coder.

### Literary society

**August 2019 – Present**

*Member*

*SRM-IST*

- SRM Literary Society focuses on college editorial and organises and participates in debating and MUNs.
- Participated in JMUN'20 (UNGA-SPECOPOL as a delegate of India)
- The society organises multiple inter-society debating events and also open houses for writers.
- Participated in SRMNMUN 2020 (AIPPM, representing Rajnath Singh as a delegate).

### School Student Executive Council

**August 2017 – August 2018**

*Vice-President*

*DLF Public School*

- Was elected as the student body vice-president for school council.
- Headed the organisations of multiple inter-school sporting and cultural events. Also organised a large scale inter-school cultural meet and compete event.
- Mentored a group of students to help them in their curriculum work and web-designing.
- Was also part of the school art and craft team for 2 years during my junior year.

## KEY COURSES TAKEN

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Data Structure and Algorithms (+Lab) Probability and Statistics Operating System (+Lab) Software Engineering and Project Management(+Lab) Programming for Problem Solving Social Engineering Semiconductor Physics Object oriented design and programming German	Design and Analysis Of Algorithms (+Lab) Linear algebra and Differential Equations Advance Programming Practices (+Lab) Calculus and Linear Algebra Civil and Mechanical Engineering Workshops Chemistry(+LAB) Biology Probability and queuing theory Basic electrical and electronic engg.
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## MISCELLANEOUS

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**Hobbies:** Squash and swimming, Reading as much as I can about that seems interesting to me and also re-reading Harry Potter whenever I can.  
Keenly interested in technology, motor-sports and football