

# VIVEK KUMAR GUPTA

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## EDUCATION

Lovely Professional University, *Phagwara, Punjab*  
Master of Computer Application (MCA)

Sep'22 - Jun'24  
7.12 CGPA

Veer Bahadur Singh Purvanchal University, *Jaunpur, UP*  
Bachelor of Computer Application (BCA)

Jun'19 - Jun'22  
7.2 CGPA

## SKILLS

HTML, CSS, JavaScript, Bootstrap, React, C, C++, Python (Basic), MySQL, Node Js, Express Js, DSA (Basic)

## INTERNSHIP

**Web Development Intern**, Lnbird Technology Pvt. Ltd.

Jan'24 – Present

- Front-End Development: Implemented user interfaces with a focus on usability and performance, ensuring a seamless user experience.
- Developed and Maintained Websites: Participated in the design, development, and maintenance of responsive websites and web applications using HTML, CSS, JavaScript, and modern frameworks (React).
- Customized web applications and content management systems (CMS) based on specific client needs, ensuring functionality and ease of use.

## PROJECTS

**Learning Management System with Job Portal (LMS)**

Aug'24

- Developed Responsive User Interface: To guarantee a smooth user experience across devices (mobile, tablet, and desktop), a fully responsive interface was designed and developed using HTML5, CSS3, and Bootstrap.
- Constructed Interactive Components with React: React.js was used to generate dynamic, reusable components, guaranteeing improved speed and quicker rendering for a scalable Job Portal and Learning Management System.
- Authentication and authorization were implemented by creating front-end login/signup forms using React and JavaScript. These forms managed user authentication and protected routes for applications for jobs and registered courses (Use Node Js and Database - Mongo DB).

**Simon Game (A game for logic building)**

Jun'24

- Using HTML5, CSS3, and vanilla JavaScript, an interactive Simon game was created while following the guidelines of responsive web design.
- Used DOM manipulation and JavaScript event listeners to dynamically generate game sequences and record user input.
- Basic game logic was implemented to match user inputs with progressively harder levels of difficulty and to create and show random color sequences.

**Real-Time Object Detection System: Enhancing Efficiency and Accuracy with YOLOv5**

May'24

- created a Real-Time Object Detection System that is optimized for quick and precise object recognition by utilizing YOLOv5 (You Only Look Once).
- Integrated OpenCV enables effective object detection and classification in dynamic contexts through real-time video capture and picture processing.
- Pre-trained YOLOv5 models were used to identify a variety of object classes, guaranteeing great recall and precision across a wide range of picture formats. Improved detection accuracy by custom training with labeled datasets and model hyperparameter optimization.

## CO-CURRICULAR ACTIVITY

- Member of Accenture Club LPU.

Feb '23