Yogesh Valeja

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EDUCATION

B.Tech in Computer Engineering
MIT School of Engineering, MIT ADT University
2017 - Present *6.71*

HSC
GLS School, Ahmedabad
2017 *69.07*

SSC
GLS School, Ahmedabad
2015 *80.33*

WORK EXPERIENCE

Intern
MIT ADT University
09/2020 - Present

Achievements/Tasks
- Creating a chatbot for University Website along with a team of size 4. Using **Dialogflow** of Google for creating the chatbot. Data like name, email address, contact details are stored in firebase. OTP Message Service is used by chatbot to verify contact details. Conversation related to College Admission Process can be carried out by the chatbot.

Intern
Akash Technolabs
12/2019 - 01/2020

Achievements/Tasks
- In this internship, I learned various concepts of Machine Learning. I implemented basic models like Linear Regression, Logistic Regression, Support Vector Machine, Decision Tree and Random Forest. Apart from these I learned core concepts of Neural Networks.(**CNN**).I contributed in a landmark project which tells the name of Landmark from Database(which is a CSV format Excel Sheet) as output.

TECHNICAL SKILLS

Proficient With : Python Machine Learning Tensorflow Computer Vision Keras Pygame C++ MySQL GIT

Familiar With : HTML CSS Flask Bootstrap JavaScript Java

PROJECTS

AI Learns to Play Flappy Bird
- Using Neuro Evolution of Augmenting Topologies(**NEAT**) trained an Agent to play a cloned version of Flappy Bird.
- Programmed both the Game Environment and the AI using Python.

Pacman Using Hand Gestures
- Using **cv2** created a **Hand Gesture Recognizer** (using Objects) to play Pacman. The player can go to any direction using Hand Gestures on the given Object.
- Developed the AI Part and used the Pacman Game from Google.

A* Path Finding Visualization
- Created UI using Pygame to implement **A* Algorithm** . Here, the starting and destination coordinates and hurdles in the path are added by user and the UI finds the shortest path to reach the destination.

Invisible Cloth using Computer Vision
- Created Harry Potter like Invisible Cloth using **Image Processing** approach as Color Detection, Color Segmentation and Masking.

Sudoku Solver
- Developed UI to play the game of Sudoku. Implemented a solver feature that uses **backtracking** algorithm to find the solution of any solvable game.

Space Shooter
- Recreated the famous game 'Space Invaders 1979'. Here, player space ship shoot enemy space ships using lasers. As level increase, number of enemy space ships increase and power of laser increases. In total there are 5 Enemies. **Sprites** are used for Explosion Animations.

CERTIFICATES

Python for Everybody
2 Certificates(Coursera)

Machine Learning A - Z
Udemy