

PRAVEEN KUMAR SHARMA

Roll No: 2K17/CO/239
Computer Science Engineering
Delhi Technological University

102 B, Shyam Enclave, Gopal Nagar,
Najafgarh, New Delhi 110043
Email ID: dce.pks@gmail.com
Mobile: +91 – 9718143735
Website: <https://praveensharma.cf>

ACADEMIC QUALIFICATION

Year	Degree	Institute	Performance
2021 (expected)	B. Tech. Computer Science Engineering (Pursuing)	Delhi Technological University, Delhi	6.83 CGPA (4 semesters)
2015	Intermediate (XII)	Govt Sarvodaya Sr Sec School, New Delhi	80.16 %
2013	Matriculation (X)	Ekta Model Sec School, New Delhi	9.4 CGPA

INTERNSHIP

Teaching Assistant (Foundation) at

June - Present

Pepcoding.com is an attempt to bring in the great Indian coding renaissance.

- I worked there as a Teacher assistant for the course on Data structures and Algorithm.
- Helped students by clearing their doubts, tried improving their question solving ability by providing new and novel problems to them.

ACADEMIC PROJECTS

(2018-2019 2nd year)

Criminal Data Searching

<https://github.com/Praveen101997/Criminal-Record-Management-System>

- **SKILLS INVOLVED:** JAVA Swing using NetBeans, MySQL DB & JavaCV(OpenCV).
- **OBJECTIVE:** It's a JAVA based desktop App to search any criminal record from database using any key like IMAGE, USERNAME, or other detail.
- **DETAIL:** Using Image Comparing method using JavaCV we can compare image of any people to find in database and if found extract its information.

(2018-2019 2nd year)

School Management System

<https://github.com/Praveen101997/College-Management-System>

- **SKILLS INVOLVED:** JAVA FX using NetBeans & MySQL.
- **OBJECTIVE:** It's a JAVA based desktop App to manage school-based records.
- **DETAIL:** Create three portals – 1. Admin Portal 2. Teacher Portal 3. Student Portal.
 1. Admin Portal used to manage “Teacher & Student portals” login related issues.
 2. Teacher Portal includes uploading attendances of respective subjects, etc.
 3. Student Portal includes monitoring of their attendances etc.

(2019-2020 3rd year)

Binary Search Implementation

<https://github.com/Praveen101997/Binary-Search-Implementation>

- **SKILLS INVOLVED:** JAVA Swing.
- **OBJECTIVE:** Implement Btree Searching algorithm in File system Searching.
- **DETAIL:** Create four Tabs – 1. Home Tab 2. Data Tab 3. Indices 4. Query.
 1. Home Tab • Describe Project Implementation
 2. Data Tab • Create and Generate Random Data.
 3. Indices • Index Our Data as per our requirement.
 4. Query • Test our project according per requirement.

(2019-2020 3rd year)

TA HELPER

<https://github.com/Praveen101997/doubtsolverportal>

- **SKILLS INVOLVED:** JNode.js, Html5, javascript, Socket.io.
- **OBJECTIVE:** Build Real time chat App in which students can avail online doubt support.
- **DETAIL:** Create three Module – 1. Online Chat 2. White Board 3. Code Screen.
 1. Online chat: Students can ask doubts from TA through chat.
 2. Whiteboard: With the help of this TA can explain algorithms and diagrams.
 3. Code Screen: Students can share their codes to TA and he can take help student.

(2019-2020 3rd year)

Chat Box

<https://github.com/Praveen101997/Chat-Box>

- **SKILLS INVOLVED:** Java, Android Studio, Firebase.
- **OBJECTIVE:** Build Whatsapp Like chat App with extra features.
- **DETAIL:** Create four Tabs – 1. Chats 2. Groups 3. Contacts 4. Requests.
 1. Chats: Chat individually to someone who is already in Friend List.
 2. Groups: Chat in Group to which you joined.
 3. Contacts: Your Contact List Or Your Friend List.
 3. Requests: Send Request To Someone who has joined Chatbox.

(2019-2020 3rd year)

**Snake
Xenzia**

<https://github.com/Praveen101997/Snake-Xenzia>

- **SKILLS INVOLVED:** Python, Deep Learning, Data Structures Algorithms.
- **OBJECTIVE:** Build an Auto Playable Old Snake Xenzia Game using various Algorithms. Such as BFS, DFS, Deep Neural Networks ANd Others.
- **DETAIL:** We have use Open ai pygame which is modified to some extend for implement algorithms.
 1. Human: It is Non Autonomous Playing Method Which is only playable by human.
 2. BFS/DFS: In this we implement Shortest Path BFS and Sortest Path DFS.
 3. Deep Neural Network : We Implemented both Training and Testing Phase.
 3. Hamiltonian : Implement Hamiltonian ALgorithm.

(2019-2020 3rd year)

**Super Angry
Flappy Bird**

<https://github.com/Praveen101997/Flappy-Bird-AI>

- **SKILLS INVOLVED:** Python, Deep Learning, Neural Network, Pygame, Tkinter.
- **OBJECTIVE:** Build an AI Playable Flappy Bird Game Using Deep Learning.
- **DETAIL:** We have use pygame module to build flappy bird game and NEAT to train the neural Network, which also included three different graphics mode.
 1. Three Different Modes are: a.) Native Flappy Bird b.) Super Mario c.) Angry Bird.
 2. We use NEAT method to train our flappy.
 3. Use Deep Neural Network to train module.

TECHNICAL SKILLS

- **Languages** : C, C++, Java, Data Structure, Java SE, Java Swing, JavaFX, Android, Python
- **Softwares** : MS Office, NetBeans IDE, VREP, Eclipse IDE, Android Studio, VSCode IDE, Jupyter.
- **DevOps Tools** : SVN, Git, GitHub Repository, Jenkins.
- **Platforms** : Windows (2k12, 2k16), Linux (Ubuntu, Kali).
- **ML Library** : Scikit-learn, Pandas, Matplotlib, Numpy, TensorFlow, Keras and many more.
- **Databases** : DBMS, MySQL.

Extra-Curricular Activities & Achievements

- Participated in EYRC -2018 Competition Organized by IIT Bombay.
- Participated in CodeChef Snackdown 2019 Online 1A Round.

DECLARATION

I hereby declare that the above-mentioned statements are true to best of my knowledge.

Date & Place:

(PRAVEEN KUMAR SHARMA)

Praveen