

RAJA KUMAR

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EDUCATION

Academic Performance :

Institution	Course	Aggregate	Period
Sri Jayachamarajendra College of Engineering, Mysuru	B.E in Computer Science and Engineering	8.45 CGPA (1st to 4th sem)	2017-21
Shiv Janam Ray College, Chapra	Bihar Secondary Education Board	72.2% (98.6 percentile)	2014-16
J D Public School, Chapra	SSLC, CBSE	89.3% (9.4 CGPA)	2013-14

PROJECTS

1. Number Shifting Game

In this game project, we can use maximum of 500 moves to complete this game. Game starts with 15 random numbers from 1 to 15 placed at different locations in the matrix. The task is to arrange them in ascending order

using arrow keys of keyboard. If we succeed to arrange them in order under 500 moves we will win otherwise we will lose.

link : <https://www.linkedin.com/feed/update/urn:li:activity:6449470698237857792>

programming language : c language

update: I updated this game by creating 3 levels Easy, Medium and Hard

link of code: https://github.com/indexraja/Game_in_c

2. Dog vs Cat classifier

In this project I trained 8000 images of dogs and cats and tested to 2000 images using Convolutional Neural Networks with training accuracy ~93% and testing accuracy ~88%.

link of code : https://github.com/indexraja/Dog_vs_Cat

programming language :python

framework used : keras with tensorflow in background

3. Hand Digit recognition

This is simple hand digit recognition on MNIST dataset which includes handwritten digits total of 70,000 images consisting of 60,000 examples in training set and 10,000 examples in testing set, both with labeled images from 10 digits (0 to 9).

programming language :python

framework used : keras with tensorflow in background

link of code : <https://github.com/indexraja/Hand-digit-recognizer>

TECHNICAL BACKGROUND

Languages known : C , C++, Python, HTML,CSS.

Operating systems: Can work on Windows and Linux Platform.

Position and responsibilities

1. Two times Campus Ambassador for IISc Bangalore annual fest Pravega 2018 and 2019.
2. Volunteer at Project reachout, NGO.
3. Volunteer at Linux campus club, SJCE.

EXTRA-CURRICULAR AND ACHIEVEMENTS

1. Attended Open Data Science Conference in Bangalore in 2018.
2. Attended Augmented reality workshop in Pravega 2018 in Bangalore.
3. Actively participated in many workshops conducted by LCC, SJCE.
4. Went till final round in Vivechan Mock placement conducted by LCC, SJCE.
5. Published an article in connect magazine about Augmented reality.
6. 4th rank among 800 racers in district level cycle race championship in year 2012.
7. Made degradable plastics and demonstrated it in front of two thousands people and got my name in 3 daily newspapers in 2014.