

# SIDDHARTH PANDA

SOFTWARE DEVELOPER

## CONTACT

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CV: <https://sidray-infinity.github.io/CV/>

## PROFESSIONAL SKILLS

- C / C++
- Java
- Python
- DBMS
- Networking
- Linux
- Data Analytics & ML
- Full Stack Development

## PROFILE

I am a tech enthusiast interested in Data Analytics, Machine Learning, Networking, and Development of Web Apps and Mobile apps.

I am an avid learner who is enthusiastic about learning something new each and every day. On the whole, I love to code and work on interesting problems.

## EXPERIENCE

### SOFTWARE ENGINEERING INTERN

Khosla Labs Pvt. Ltd. | May 2019 - Jul 2019

- Was responsible to build an automatic document capture module using OpenCV.
- Integrated the module with an android application along with Google Vision API for OCR.
- Made a deep learning model to categorize the captured document.

### SOFTWARE ENGINEERING INTERN

HighRadius Corp. | Apr 2020 - Jun 2020

- Build an AI-Enabled FinTech B2B Invoice management application.
- Built the dashboard of the application using ReactJS.
- Used Java Servlets and JDBC services to serve the backend of the application.
- The application was connected to a chat assistant built on DialogFlow using ExpressJS.

## EDUCATION

### BACHELOR OF TECHNOLOGY, (CSE)

KIIT University | 2017 - 2021 | CGPA : 9.14

## PROJECTS

### CENTRALIZED P2P FILE SHARING

- A file-sharing system, where each peer holds a block of the file uploaded.
- The server is responsible for the registration and authentication of the peer, as well as maintaining the locations of each block.
- When a peer makes a request for a file, the block locations are provided to it by the server, which is used to download the blocks and generate the file.
- Github Link: [https://github.com/Sidray-Infinity/Centralized\\_P2P](https://github.com/Sidray-Infinity/Centralized_P2P)

### AUTONOMOUS DRIVING IN VIDEO GAMES

- Implemented a model that predicts the movement of a vehicle, based on the input frame from the video game.
- The predicted movement is simulated, which then drives the vehicle.
- Github Link: <https://github.com/Sidray-Infinity/AutomateDriving>

### CHESS ENGINE

- Created a chess engine using convolution neural networks, that predicts the best possible move based on the current board state.
- The model was deployed on a flask server along with an interactive UI, to enable competing with the engine.
- Github Link: <https://github.com/Sidray-Infinity/ChessEngine>