Arjak Roy

arjakroy2411@gmail.com 9134965003 Kolkata, India 24 Novenber 2003
Portfolio Website linkedin.com/in/arjak-roy-07400524a github.com/arjak-roy

EDUCATION

Btech. Computer Science and Engineering
Techno International Newtown
2022 – present | Newtown, Kolkata, India
Agreegate Gpa till 6th sem: 7.7

Higher secondary education
Hemsheela Model School
2022 | Durgapur, India
Percentage Acquired: 89.00%

Secondary Education
DAV Model School
2020 | Durgapur, India
Percentage Acquired: 91.80%

SKILLS

Problem Solving, Creativeness, Collaborations, Communication

Data Structures and Algorithms
proficient in dsa in both C++ and JAVA

Flutter
I have good experience in making cross platform applications for android and web

Node.js
I have made some robust backends for my projects with Node.js including real-time communications with websockets

SQL
I have a strong grasp in SQL and have written complex queries for my projets.

Machine learning and deep learning
A machine learning enthusiast and has a strong grasp of fundementals.

Firebase
I have used Firebase as a backend in many projects.

HTML, CSS, JS and React js
Proficient in front-end web development with HTML, CSS, JavaScript, React creating responsive user interfaces.

Git
I have used Git in my projects for version control.

PROJECTS

Sketch-n-Guess
Developed a real-time multiplayer drawing game inspired by Skribbl.io, featuring an AI-powered player capable of recognizing and guessing user-drawn sketches. Implemented real-time communication using Socket.IO and integrated machine learning models to enhance AI drawing recognition. Focused on an interactive user experience, optimized performance for seamless gameplay, and ensured secure data transmission.
Features:
1. Realtime multiplayer with maximum 5 players in a room. 2. Ai player.
Technologies Used:
1. Flutter (for frontend in android and web) **2.** Node.js (for backend) **3.** Firebase Cloud Storage (to store images for Model training) **4. Convolutional neural networks**

Ml Playground
This web app provides a dynamic environment for experimenting with machine learning algorithms. ML Simulator allows users to manipulate parameters, visualize results, and observe the impact of different settings in real-time.
Live Website Link: https://arjak-roy.github.io/Ml-Playground/
Features:
1. Visualizes complex algorithms used to train models.
2. Allows users to tweek the parameters of the models and see the results.
Technologies Used:
1. Flutter (for frontend) **2.** Provider (for state management)
3. Machine learning

Chatter Box
A chatting application with end-to-end encryption and file transfer
Live website link: https://chatterbox-bdd2d.firebaseapp.com/
Features:
1. End-to-end enryption in messeges. **2.** File transfer. **3.**Real time messeging using websockets.
Technologies used:
1. Flutter (for web app) **2.** Node.js (for backend) **3.** MongoDb (for storing user data) **4.** Firebase (for storing chat messages)