ADITYA KUMAR UPADHYAY

B.Tech Computer Science Graduate

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PROFESSIONAL SUMMARY

B.Tech CSE graduate seeking an internship or full-time role and having the ability to work with others also takes directions and criticism.

EDUCATION

Dr. A. P. J Abdul Kalam Technical University 2024
B.Tech CSE *CGPA : 7.78*

Central Board of Secondary Education 2020
Senior Secondary School *Percentage : 76.4*

Central Board of Secondary Education 2018
High School *Percentage : 83.4*

PROJECTS

medicalReportIntelliPath | Github 2026

- Developed a cloud-edge platform connecting a **FastAPI backend** to a cloud-hosted **Qwen2.5-VL-7B vision-LLM pipeline** on Google Colab GPUs for zero-shot medical document parsing.
- Engineered a system that extracts clinical data from low-fidelity smartphone captures, automatically highlighting out-of-bounds metrics and rendering clear drug timing matrices on a **React + Vite dashboard**.

Technologies / Tools Used : *Python, FastAPI, React.js, Vite, Tailwind CSS, Qwen2.5-VL-7B, PyTorch, Google Colab*

ocrscanner | Github 2026

- Developed a hybrid Document Intelligence OCR System using **Fastapi** and open-source **Qwen2-VL-2B** to extract multilingual layout details and complex handwritten Hindi/English data grids.
- It detects Hindi/English or Mixed Languages either in printed or handwritten format and shows meaningful insights from the document.

Technologies / Tools Used : *Fastapi, Html, css, javascripts, google collab, pydantic, Qwen2-VL model, ngrok*

A.I_Resume_Analyzer | Github 2024

- This Project focus on parsing and analyzing applicant resume to generate score and recommendations using **NLP** with python **NLTK**.
- Inserted Resume in pdf format managed by streamlit frontend and backend using **pandas**, **pyresparser**, **pdfminer3** then provides analyzed result based on resume.

Technologies / Tools Used : *NLP, Python, Streamlit, mysql*

Overworld-PC Game | Github 2024

- The main idea of this project is to use **Python** to create a virtual gaming environment based on 2D-platformer games.
- The objective of the game is to cross each level by facing the challenges that occur at every stage.
- This game is inspired by the Mario series, where terrain images are uploaded and provided to **Pygame** to design level views, with functionalities coded in Python.

Technologies / Tools Used : *Python, DSA, Pygame, Python Libraries*

SKILLS

Programming Languages :	Python, JavaScript, Go
Frameworks & Libraries :	Django, FastAPI, React, Pydantic, Pytorch, Tailwind CSS
Tools & Platforms :	Git, GitHub, Linux, Google Colab
Databases :	SQLite, MySQL, PostgreSQL, MongoDB
Soft Skills :	Communication, Teamwork, Adaptability, Collaboration