

PARIKSHAT SINGH

Computer Science Student | C++ & Python

📞 91+ 8800817870 • 📍 New Delhi, India • 🌐 [Portfolio Website](#) • ✉️ parikshatsingh18@gmail.com • [LinkedIn](#) • [GitHub](#)

PROFESSIONAL SUMMARY

Computer Science student with strong foundations in Python, data analysis, and full-stack development. Experienced in building AI-powered applications including weather analytics and RAG-based systems. Interested in machine learning, data science, and scalable software systems.

SKILLS

Languages: C, C++, Java, Python

Web & Frameworks: HTML, CSS, JavaScript, React, Flask

Data & AI: Pandas, NumPy, Data Analysis, Basic Machine Learning

Core Concepts: Data Structures, OOP, Problem Solving

Tools: Git, GitHub, VS Code, Jupyter Notebook

PROJECTS

ElectroMentor – Agentic RAG Based AI Chatbot for Digital Electronics (In Collaboration With Singapore RP college)

Tech Stack: FastAPI, Next.js, ChromaDB, Google Gemini API, Python

- Built a multi-agent AI-powered RAG system grounded strictly in uploaded academic PDFs to eliminate AI hallucination.
- Designed a PDF ingestion pipeline (chunking → embedding → vector storage using ChromaDB).
- Implemented retriever, answer, guardrail, and quiz agents for contextual tutoring and MCQ generation.
- Integrated Gemini 2.0 Flash for reasoning and text generation with source citation support.
- Improved response accuracy and reduced hallucinations using retrieval-based grounding.

[GitHub](#) | [Live Demo](#)

Weather Intel – Weather Analysis System

Tech Stack: Python (Flask), Pandas, NumPy, React

- Developed a full-stack web app to analyze weather datasets and generate insights.
- Implemented statistical analysis and anomaly detection using IQR and Z-score methods.
- Designed a risk prediction system based on temperature, humidity, rainfall, and wind factors.
- Built interactive dashboards for trend visualization and correlation analysis.

[GitHub](#) | [Live Demo](#)

TicTacToe Game (Console Application)

Tech Stack: C++ (Object-Oriented Programming)

- Engineered a console-based Tic Tac Toe game using OOP concepts with classes for Player, Board, and Game logic.
- Implemented turn-based play with move validation, win/draw detection, and option to replay.
- Optimized game board and logic to handle alternating turns and check victory conditions efficiently.

[GitHub](#) | [Live Demo](#)

ACHIEVEMENTS

- Head of Video Editing Department, Eduminerva, Bharati Vidyapeeth's College of Engineering – Led a creative team and managed media production for college events and campaigns.
- Internal Hackathon Winner – SIH 2025 (College Level).
- Participated in multiple hackathons and competitive coding events, securing winning positions.
- Certified in C and C++ Programming.
- Contributing to an AI & Deep Learning research project in collaboration with Kennesaw University, USA.

EDUCATION

Bachelor of Technology (B.Tech) in Computer Science
Bharati Vidyapeeth's College of Engineering | 2024 – 2028 (Expected)
Current CGPA: 8.7 / 10

Senior Secondary (Class XII – Science)
St. Colombo Public School | 2024
Percentage: 84.4%

HOBBIES

- Photography