

Apoorv Gadiya

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EDUCATION

RV University

B.Tech in Computer Science (Honors)

Bengaluru, Karnataka

Sep 2023 – Jun 2027

- *Minors: Entrepreneurship — Specialization: Artificial Intelligence and Machine Learning*
- *Current CGPA: 9.65/10*

EXPERIENCE

AI Intern (Reference)

Remote

Santaan ← [Link](#)

Oct 2024 – Apr 2025

- Designed and implemented **35+** different *deep learning models* for medical video classification.
- Includes **LSTMs, CNNs, Time Distributed** models for 85%+ accuracy.
- Bench-marked and developed production-ready modules to ensure 5% performance boost.

Skills: Deep Neural Networks, TensorFlow, Keras, OpenCV, Validation

Winter Intern

On-site

Center of Innovation and Entrepreneurship, RV University ← [Link](#)

Dec 2024 – Jan 2025

- Built a **Patent Drafting Tool** which specializes in generating **6 different** forms and diagrams.
- Completed generating over 250+ patents and implemented a **pipeline** for easy *retrieval*.
- Streamlined a 120-minute manual process down to just **5 minutes**, while also reducing manpower requirements from three individuals to a single operator, significantly improving efficiency.

Skills: Application Development, Architecture Design, End-to-End Product Pipeline

Student Intern (Reference)

Remote

Ziroh Labs ← [Link](#)

Mar 2024 – Sep 2024

- Developed a **Convolutional Neural Network (CNN)** in Java from scratch.
- Created **100+ custom NumPy-equivalent functions** using lambda expressions.
- Implemented machine learning concepts like **backpropagation, axis manipulation, and broadcasting**.

Skills: Neural Networks, Java, Custom Algorithms, Machine Learning, Lambda Expressions

Summer Intern

On-site

Center of Innovation and Entrepreneurship, RV University ← [Link](#)

Jun 2024 – Jul 2024

- Automated a **certificate generation application** in Python for close to 200 people.
- Researched and implemented a **quantitative trading algorithm** using *Ichimoku Cloud*.
- Designed **educational games** for children using mathematical concepts.(Copyright Awaited)

Skills: Python, Trading Algorithms, Algorithm Design, Educational Game Development

PROJECTS

HSN Bill Tally Application | Java, Apache POI, Java Swing, Launch4J

Jun 2023 – Jul 2023

- Created a GUI tool to *cross-check 2,500+ invoices* using **HSN Codes**.
- **Integrated Apache POI** to export data into *Excel*, enabling *easy access* to records.
- **Packaged** the application using **Launch4J** for deployment.

G-STs Gyroscopic Synergical Trash Segregator | C, Arduino, Hardware

Feb 2022 – Jan 2023

- **Engineered** an automated vehicle for *waste segregation*, improving *efficiency by 14%*.
- **Programmed C on Arduino** to perform *metal detection* and waste sensing with **80% accuracy**.
- **Enhanced** control precision, achieving *real-time feedback* and response times under *3.5 seconds*.

TECHNICAL SKILLS

Languages: Java, Python, C, HTML, CSS, SQL

Frameworks + Libraries : Flask, pywebview PyTorch, Selenium, PyAutoGUI, Apache POI, TailwindCSS

Tools: GitHub, Jupyter NoteBook, IntelliJ, VS Code, Eclipse, PyCharm, CodeBlocks

Cloud + Hosting: PythonAnywhere, Vercel, Google Cloud, Render, Leapcell