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Aadvait Hirde

aadvaithirde.com

GitHub
LinkedIn

EDUCATION

Indiana University, Bloomington   **Bloomington, IN**
Bachelor of Science: Major in Computer Science, Minor in Business   2023 - 2027
Cumulative GPA: 3.3 / 4.0
・Dean's List
・Hutton Honors Scholar
・Global Engagement Scholar
・Luddy Direct Admit

Delhi Private School, Dubai   **Dubai, UAE**
CBSE Curriculum: Science Stream   2017 - 2023
AISSCE Class 12 Board Exam: 87%

EXPERIENCE

MyCaptain   **Dubai, UAE**
Software Engineering Intern   Dec 2022 - Feb 2023

・Helped develop a responsive web application using the MERN stack, increasing user engagement by 15% and supporting 50,000 daily active users.
・Created a machine learning model using Python and scikit-learn for user behavior prediction, resulting in an increase in targeted marketing effectiveness.
・Designed and implemented a RESTful API using Express.js and MongoDB, enabling seamless integration with mobile apps and third-party services.
・Contributed to the development of a Python-based data processing pipeline using Pandas and NumPy, increasing data processing efficiency by 40%.

The Spectrum Mill   **Dubai, UAE**
Marketing Intern   Dec 2021 - Feb 2022

・Marketed to companies in the healthcare industry at various seminars.
・Designed flyers, brochures, online advertisements, and social media content.

PROJECTS

The Locus Project   Aug 2022 - Nov 2022
Article | GitHub Repo

・Developed an AR-based indoor navigation application using Unity, implementing C# scripts for AR interactions, object placement, and UI management.
・Integrated AR Foundation, ARCore, and ARKit modules for Android and iOS, leveraging Depth APIs for accurate AR projections.
・Designed a QR code-based tracking system where each code corresponds to a specific location, updating the user's position in the Unity model upon scanning.

・Utilized Unity's scene management to create a scale model of the campus, assigning navigation targets to each classroom.
・Enabled real-time indoor pathfinding by rendering AR and minimap lines from user location to destination using Unity's AR functionalities.

BLAST AI Research Paper   Jun 2022 - Nov 2022
IEEE Xplore | PDF

・Developed a stance detection model using the RoBERTa transformer, achieving 80% accuracy in predicting tweet sentiment towards Bitcoin.
・Implemented a Recurrent Neural Network (RNN) with LSTM for Bitcoin price forecasting, reaching a mean absolute error of just $1144.85 over a 5-day span.
・Utilized Twitter API for retrieving Bitcoin-related tweets and yfinance library for historical price data.
・Applied logistic regression for sentiment analysis, achieving 78% accuracy in predicting tweet sentiment.
・Integrated sklearn for data preprocessing and model evaluation, and Huggingface library for accessing pre-trained transformer models.
・Employed Adam optimizer for RNN training and suggested GridSearchCV and Bayesian optimization for future hyperparameter tuning.

CERTIFICATIONS

・Flutter and Dart Certification   2021
・Machine Learning Certification   2024

SKILLS

Technical
Python: Pandas, NumPy, Matplotlib, Scikit-learn, TensorFlow, PyTorch, Keras
Development: HTML5, CSS, JavaScript (React.js, Node.js, Express.js), MongoDB

Software
Word, Excel, PowerPoint, GitHub, Adobe Suite, Unity, DaVinci Resolve, FL Studio

Soft
Leadership, Communication, Problem-Solving, Adaptability