Abhishek Ingle

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Education

Master of Science in Computer Science, Indiana University, Bloomington Aug 2023 - May 2025
Courses: Applied Algorithms, Advanced Computer Graphics, Data Mining,
Data Science for Physiological Time Series, Software Engineering

Bachelor's in Computer Engineering,PuneUniversity Aug 2019 - Jun 2023 | GPA: 8.67/10.00
Honors: Machine learning and Data science
Courses: Applied Mathematics, Data Structures, Database Management

Work Experience

Database Manager, UI/UX lead (SPPU- India) Nov 2022 - April 2023
- **Strategic Project Enhancement**: Optimized operational workflows and achieved critical project milestones through strategic process improvement and analytical strategies. Incontestable advanced project coordination expertise, leveraging analytical methods to improve organizational efficiency and meet targeted objectives such as smooth operation of the website, SEO score improvement and enhancements in the overall analytics of the website.
- **Chatbot Performance Optimization**: Led transformative improvements in AI chatbot functionality, achieving a 20% increase in responsiveness and accuracy. Implemented rigorous data analysis and dataset refinement, utilizing machine learning insights to optimize AI-driven customer interaction technology. The chatbot proficiently handled queries related to website navigation, such as conducting keyword searches or assisting with specific website features, including guidance on accessing published papers from the university.
- **UI Development**: Orchestrated innovative UI/UX design initiatives for website interfaces, resulting in a 30% increase in user engagement. Employed user-centric design thinking and agile development practices to create intuitive, user-friendly chatbot interfaces, showcasing expertise in digital product design. The website design was improved using color theory so that it enhances the user interaction time boosting the SEO score from 45 to 80, while increasing the user count from 4-6 per day to 12-14 per day.

Assistant Teacher (India) Jan 2020 - Jun 2021
- **Innovative Teaching and Learning Enhancement**: Successfully elevated 12th and 10th-grade students' grades in Physics and Chemistry by 40% through the implementation of interactive and engaging teaching methodologies. Innovated educational strategies that significantly boosted comprehension and interest in complex scientific concepts.
- **Academic Performance Excellence**: Achieved remarkable student success rates, with 28 out of 30 students scoring above 78% in assessments, a testament to the effectiveness of a positive, inclusive, and stimulating educational environment. Demonstrated exceptional skill in nurturing academic excellence and fostering an environment conducive to learning and personal growth.
- **Continuous Assessment and Feedback**: Improvement in student test scores by an average of 15% through the strategic use of regular assessments coupled with constructive feedback. Applied a comprehensive feedback system to identify areas for improvement, enabling targeted and personalized teaching interventions.
- **Practical Teaching Methods**: Used several technological tools such as a smartphone, camera, lenses to demonstrate the concepts of light and matter.

Projects

3D Fractals and Lighting Sept 2023 - Dec 2023
- GPU-based modeling in Unity for a 50% increase in rendering efficiency compared to standard CPU rendering.
- Mouse-controlled manipulation of 3D models, enhancing user engagement by allowing real-time, intuitive model adjustments, with over 95% positive user feedback on ease of use.
- Automated light source animation enhancing the scene with dynamic movements, powered by custom C# Unity scripts.
- Engineered advanced camera controls with static and orbiting views, offering users over 10 distinct perspectives. This feature improved the user exploration experience by 40% based on user interaction metrics.
- Implemented advanced illumination techniques using custom HLSL shaders in Unity's ShaderLab, achieving a 25% improvement in light rendering efficiency. Paired with detailed texture mapping on objects, this approach enhanced the realism of lighting effects, as evidenced by a 35% increase in positive feedback on visual fidelity.

Skills

Programming Languages: C++, Python, C#
Front-End: HTML5, CSS, Javascript, Reactjs | **Back-End**: Nodejs, MongoDB
Frameworks and Libraries: Pandas, Numpy, Matplotlib, Scikit-learn, Tensorflow
Tools and Models: Hugging face, GPT, BARD, NLP, Google Analytics
Software Tools: Blender3D, Unity, MATLAB

Leadership

Recruitment Chair and Trainer, Chess Club at MMIT, Pune Jan 2020 - Feb 2022
- Led recruitment, successfully on-boarded 15 students.
- Delivered training, with 2 proteges clinching University Championships.
- Represented the organization in inter-club competitions.
- Spearheaded strategic initiatives to drive club membership growth, resulting in a 40% increase in active members and a 25% boost in annual revenue.

Certificates and Awards

- Data Science in Python (**University of Michigan**)
- Web Development Bootcamp (**Udemy**)
- University Chess Champion (2022)
- Front-End Coding Camp Winner (2021)