## ACHYUT PANDEY

 $+91~8382929157 \cdot achyut23pandey@gmail.com \cdot LinkedIn \cdot Leetcode \cdot Codeforces \cdot CodeChef \cdot GitHub \cdot Portfolio$ 

## EDUCATION

**Indian Institute of Information Technology** 

B. Tech Information Technology

Bhopal (CGPA-8.85) 2022 - 2026

**GN National Public School** 

Senior Secondary (92.4%)

Gorakhpur 2021 - 22

PROJECTS

Cart Pole Agent

 $\operatorname{GitHub}$ 

- Trained a neural network agent using **Reinforcement Learning** to play a cart pole game provided by the CartPole-v1 environment of gymnasium, used algorithms like Q-learning and SARSA to train the network
- Applied Deep Q-Learning using replay buffer and performed training in random batches. Used 2 neural networks (Online and Target) to stabilize learning process and improve model performance
- Engineered a customized training loop with epsilon-greedy exploration policy and Q-network optimization to test model performance for different parameters such as learning rate, reward discounting and number of episodes
- Achieved >95% average reward over 100 episodes, successfully solving the environment as per OpenAI's benchmark. Gained hands-on experience with Tensorflow, Gymnasium, and cv2, deepening understanding of RL concepts

Fraud Detection Model GitHub

- Applied Self Organizing Map (unsupervised ML) to find outliers in a credit-card dataset and predict potential fraudulent customers, utilized more than 5 libraries like Minisom, Scikit-learn, Matplotlib, NumPy and Pandas
- Implemented **feature scaling** to reduce impact of outliers, bringing data to same scale ensuring a minimum accuracy of 90%, also conducted thorough data exploration and cleaning to further optimize and tune model performance
- Evaluated the model's performance using key metrics like **Mean Squared Error** and **Root Mean Squared Error** and provided graphical output for easy interpretation and readability of results through a 10x10 **Confusion matrix**
- Modified the code aiming to minimize manual work by automating the process of entering co-ordinates of outliers from confusion matrix and printing the Id of fraudulent applications mapped to those cells in the matrix

## Movie Recommending System

GitHub

- Designed a movie recommending system using machine learning and filtering techniques to suggest movies similar to a input movie, utilized more than 4 libraries such as **Natural Language Toolkit**, **Scikit-learn**, NumPy and Pandas
- Employed similarity metrics such as **Cosine similarity** to train model based on movie data and leveraged 2 functions named **CountVectorizer** and **PorterStemmer** to improve model performance by removing irrelevant words
- Analyzed data to understand patterns and performed feature engineering to enhance input data quality, Executed item-based and content-based filtering considering more than 4 parameters such as movie genre, actors and directors

## ACHIEVEMENTS

- Rated 1876 (Knight) on Leetcode comprising in top 5.47% coders on the platform
- Rated 1354 on Codeforces and have solved more than 80 problems on the platform
- 3 Star on CodeChef (Highest rating 1759), Achieved Global Rank 59 in Starters 146 conducted on CodeChef
- Solved more than **500 problems** related to Data Structure and Algorithms on various coding platforms like LeetCode, GeeksforGeeks and CodeStudio with approximately **100 easy**, **250 medium** and **80 hard** questions
- Secured 4<sup>th</sup> rank in Game of Codes, a competitive coding contest organized by the coding club of IIIT Bhopal
- ullet Ranked  $ullet^{th}$  in a **Hackathon** in IIIT Bhopal, developed a **Tele-Medicine Kiosk** software through Machine Learning solving the problem statement by **Ministry of Health** of Kerala Government
- Completed a 7-week machine learning course learning about various machine learning algorithms 
  Certificate Link

SKILLS

Programming Languages: C, C++, Python, Matlab, SQL

Devops Tools: Git, GitHub, VS Code

Database Management Systems: MySQL

Coursework: Data Structure and Algorithms, OOPs, Computer Networks, Operating System Machine Learning: Regression, Recommendation, Classification, Clustering, Reinforcement Learning

Libraries / Frameworks: TensorFlow, Keras, ScikitLearn, Seaborn, Matplotlib, NumPy, Pandas