

Adit Deshpande

MACHINE LEARNING ENTHUSIAST · TECHNICAL BLOGGER · KAGGLE COMPETITOR · O'REILLY AUTHOR

3220 Foxboro Place, San Jose, CA 95135

☎ (408)250-8152 | ✉ adeshpande3@ucla.edu | 🏠 <https://adeshpande3.github.io/> | 📱 [adeshpande3](#) | 📺 [aditdeshpande](#)

Education

UCLA (University of California, Los Angeles)

Los Angeles, CA

B.S. IN COMPUTER SCIENCE, GRADUATION DATE: 2019, GPA= 3.42

Sept. 2015 - PRESENT

- Notable UCLA Coursework: Data Structures, Operating Systems, Algorithms, Computer Networking
- Frameworks/Libraries Used: Tensorflow, Numpy, Pandas, Scikit Learn, Matplotlib
- **Fluency:** C++, Python **Proficiency:** Javascript, Matlab, C **Familiarity:** Java

Experience

Qualcomm

San Diego, CA

SOFTWARE ENGINEERING INTERN

June 2017 - Aug. 2017

- Worked on the core Android platform team to test over-the-air (OTA) upgrades on several Qualcomm powered Android devices.
- Performed fail-safe testing to ensure proper functionality during OTA updates and startup.
- Consolidated OTA projects into a unified location to achieve smooth upgrades with limited disruption to other modules.

U.S Naval Research Laboratory

Washington D.C

COMPUTER ENGINEER INTERN

June 2016 - Sept. 2016

- Developed object localization algorithms through convolutional neural networks for deployment on IBM's TrueNorth neuromorphic chip and for use on an underwater robotics program.
- Wrote Matlab functions and shell scripts to format and preprocess datasets.
- Implemented a selective search and sliding window based approach to localization.
- Trained a CNN to place bounding boxes over objects of interest with a classification accuracy of 92.86%.

Projects

Conversational Chatbot

WRITTEN IN PYTHON

June 2017 - August 2017

- Trained a sequence to sequence deep learning model on my social media conversation logs to create a chatbot that talks like me.
- Deployed the trained model to a server using the Flask framework and hosted using Heroku.

NCAA Basketball Machine Learning Model

WRITTEN IN PYTHON

February 2017 - April 2017

- Trained a machine learning model to output the win probability of two basketball teams, given information about relevant statistics for the specific year.
- Wrote data preprocessing scripts, data visualization programs, and evaluated performance of different algorithms.
- Predicted the winners of past games with a 76.37% accuracy using gradient boosted regression trees.

Writing

Technical Blog

[HTTPS://ADESHPANDE3.GITHUB.IO/](https://adeshpande3.github.io/)

July 2016 - Present

- Wrote several deep learning tutorials on topics such as convolutional neural networks, reinforcement learning, and natural language processing.
- Wrote posts detailing my approaches to the chatbot and NCAA Basketball side projects.
- Received over 200,000 website users and over one million page views.

Author

O'REILLY MEDIA

January 2017 - Present

- Published a video tutorial on using Tensorflow to apply deep learning to the task of sentiment analysis.
- Co-authored an article on creating generative adversarial networks with Tensorflow.