

# Aditya Mehta

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## EDUCATION

<b>Master of Science (MSc) in Information Systems</b> Nanyang Technological University (NTU) <i>Relevant Courses:</i> Software Project Management, Managing Information Systems, Information Systems Leadership	Aug 2024 – Present Singapore
<b>Bachelor of Technology (B.Tech.) in Computer Engineering</b> Narsee Monjee Institute of Management Studies (NMIMS) - (CGPA 3.82/4) <i>Relevant Courses:</i> Artificial Intelligence, Cloud Computing, Distributed Systems, Project Management, Object Oriented Software Engineering	Jun 2019 – Jul 2023 Mumbai, India

## PROFESSIONAL EXPERIENCE

<b>Data Analyst Intern</b> RAC IT Solutions Pvt. Ltd. <ul style="list-style-type: none"><li>- Conducted in-depth product and customer analysis over 3 quarters leading to improvement in sales strategy insights and resulting in more targeted marketing efforts.</li><li>- Developed an individual project to analyze customer reviews using sentiment analysis, evaluating user perception towards rentals with 94% accuracy.</li><li>- Utilized the resulting data to optimize product recommendations, increasing recommendation relevance and contributing to a 34% rise in click-through rates.</li></ul>	Jun 2022 – Oct 2022 Mumbai, India
<b>Software Developer Intern</b> Cogitate Technology Solutions Pvt. Ltd. <ul style="list-style-type: none"><li>- Built a responsive web application replicating a key module of the company's website using ASP.NET, which improved user interface consistency and reduced load times by 16%.</li><li>- Configured an API for product listings, improving data updation efficiency and reducing server response time by 20%.</li><li>- Engineered a machine learning model to identify fraudulent insurance claims with 93% accuracy, automating 33% of the review process and significantly reducing processing time.</li></ul>	Jan 2021 – May 2021 Mumbai, India

## PROJECTS

<b>Transforming NPC interactions in games using Conversational AI</b>  <ul style="list-style-type: none"><li>- Led a team of 4 in developing a scene-based rendition of an open-world game on Unity 3D, enabling natural context-driven conversations with NPCs.</li><li>- Adopted an agile methodology, integrating Question Answering and Sentiment Analysis models as centrepieces (fine-tuned to increase use-case-specific accuracy by 3%).</li><li>- Incorporated GPT API down the line to further enhance conversing capabilities, increasing overall player engagement by 22%.</li><li>- <b>Tech Stack:</b> C#, Python, Socket Programming, Unity 3D, BERT Question Answering and Sentiment Analysis</li></ul>	Jun 2021 – Aug 2023
<b>Music exploration using sentiment analysis</b>  <ul style="list-style-type: none"><li>- Analyzed users' moods based on their input describing how their day went to provide personalized music recommendations by leveraging sentiment analysis (93% accuracy).</li><li>- Designed curated playlists targeting specific moods by detecting key phrases and topics, identifying nuanced emotional states beyond typical sentiment analysis.</li><li>- Conducted detailed market surveys to optimize user retention strategies, leading to an 18% improvement in music exploration time.</li><li>- <b>Tech Stack:</b> HTML, CSS, JavaScript, Python, Flask, Bootstrap, Hugging Face for Sentiment Analysis</li></ul>	Jun 2021 – Nov 2022
<b>Leveraging NLP to gauge consumer perception of rental products</b> <ul style="list-style-type: none"><li>- Employed DistilBERT for sentiment analysis on reviews to assess the overall consumer perception of laptop rentals over the past 1.5 years, yielding a 94% accuracy.</li><li>- Simplified data interpretation with topic detection to highlight positive and negative focal points, providing actionable insights for product improvements.</li><li>- Identified product placement anomalies, leading to the removal of 2 models from student recommendations.</li><li>- <b>Tech Stack:</b> Python, DistilBERT, BERTopic, Pandas, NumPy, SQL</li></ul>	Jun 2022 – Oct 2022

## TECHNICAL SKILLS

<b>Programming languages</b> Python, HTML, CSS, JavaScript, SQL, C#	<b>Frameworks and Tools</b> ASP.NET, Flask, Bootstrap, Pandas, BERT, GPT API, Hugging Face Transformers, Unity	<b>Miscellaneous</b> SCRUM and Agile Methodology, High-Level System Design, Product Management, git, AWS
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## PUBLICATIONS

<b>Exploring the viability of Conversational AI for Non-Playable Characters: A comprehensive survey</b>  First Author - 2021 4th International Conference on Recent Trends in Computer Science and Technology (ICRTCTST).	Feb 2022
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