

Aditya Mehta

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Fresh B.Tech Computer Science graduate with a fervour for pioneering tech solutions. Proficient in blending technical acumen with managerial perspectives to tackle intricate problems. Particularly impassioned about Natural Language Processing (NLP) and the expansive realm of conversational AI. Eager to contribute to innovation and thrive in dynamic, collaborative settings.

🎓 EDUCATION

B.Tech Integrated (Diploma + B.Tech) in Computer Engineering 2017 – 2023 | Mumbai, India
Mukesh Patel School of Technology Management and Engineering
CGPA - 3.59/4

👛 PROFESSIONAL EXPERIENCE

Cogitate Technology Solutions Pvt. Ltd Oct 2023 – present | Mumbai, India
Assistant Systems Analyst

- Collaborating with technical teams to align project goals and system functionalities with technological capabilities.
- Implementing feedback loops to learn from past projects and existing systems to improve future processes.

RAC IT Solutions Pvt. Ltd Jun 2022 – Oct 2022 | Mumbai, India
Systems and Data Analyst (intern)

- Performed product and customer analysis for the previous 2 quarters, yielding insightful results while identifying certain product placement anomalies.
- Designed and developed a NLP-driven project for customer review analysis. It leveraged sentiment analysis to identify varying degrees of customer satisfaction.
- The project identified unique patterns and trends across product placement and complaints in reviews.

Cogitate Technology Solutions Pvt. Ltd Jan 2021 – May 2021 | Mumbai, India
Software Developer (intern)

- Configured an API for the products listed on a test web application, making endpoint data updation more seamless.
- Developed a small-scale model for identifying fraudulent insurance claims, exploring how the company induced ML in their pre-existing modules. The accuracy yielded for said model was 94%.

📁 PROJECTS


Transforming NPC interactions in games using Conversational AI Jun 2021 – May 2022
A novel approach to redefine conversing and storytelling in games

- Developed a scene-based rendition of an open-world game on Unity, allowing natural conversations with NPCs
- Used pre-trained BERT NLU models (Question Answering and Sentiment Analysis) as the centrepiece, which are tied directly to different in-game components.
- Integrated GPT API down the line for further enhancements in conversing.
- **Tech Stack: C#, Python, Socket Programming, Unity 3D, BERT NLU models**

Vibe - Music exploration using sentiment analysis Jun 2021 – Nov 2021
Web application, complete with a conceptual subscription model

- Used sentiment analysis to analyse the user's current mood based on their input - describing how their day went.
- The system was equipped to suggest multiple playlists that would cater to user's diverse moods such as upbeat, introspective and lively.
- **Tech Stack: HTML, CSS, JavaScript, Python, Flask, SQLite3, Bootstrap**

PUBLICATIONS

Exploring the viability of Conversational AI for NPCs 
*4th International Conference on Recent Trends in Computer Science
and Technology (ICRTCST), on IEEE Xplore*

May 2022

TECHNICAL SKILLS

Programming Languages (C++, Python)

NLP (Configuring BERT Models, GPT API)

Web design & development (HTML, CSS, JavaScript, Flask, Figma)

Game Development (Unity, C#)

EXTRA-CURRICULAR

2nd Place at Final Year Project Competition
Department of Information Technology, MPSTME.

Mar 2022

3rd Place at Polariser Innovative Project Competition
SVKM's NMIMS in association with SMARVON

Mar 2019

Participated in EnviroTech 2.0
Department of Chemical Engineering, MPSTME.

Oct 2018

INTERESTS AND HOBBIES

Exploring new places | Football | Indie Music | NLP | Sketching