Ankur Chanda

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Education

Institute Of Engineering and Management

Kolkata, India

Bachelor of Technology - CSE(specialization in AIML); CGPA: 8.915/10.0

November 2021 - August 2025

Courses: OOPs, Database Management, Machine Learning, Deep Learning, Algorithms, OS, Data Structures, Artificial Intelligence

Kendriya Vidyalaya Ballygunge

Kolkata, India

Senior Secondary (XII), Science; Percentage: 93.60

May 2019 - June 2021

Skills Summary

• Languages Python, Java, SQL

• Frameworks Numpy, Pandas, Matplotlib, Scikit-Learn, Plotly, streamlit, TensorFlow, Keras, OpenCV, PyTorch, Seaborn

• Tools Jupyter Notebooks, Excel, VS Code, XAMPP, GIT, MySQL, Anaconda Navigator, Google Colab

Platforms
 Windows, Ubuntu, Kaggle, Github Codespaces
 Soft Skills
 Team Coordination, Event Management, Writing

Experience

CMATER, Jadavpur University

On-site

Research Intern

Jan 2024 - Present

- Medical Imaging: Working under the guidance of Prof. Nibaran Das towards understanding latent space for medical image-to-image translation.
- Implementation and Comparative Analysis: Conducted comparative studies on synthetic data generation on the BreakHis and SIPaKMeD datasets using DCGAN and WGAN-GP frameworks.

Indian Institute of Technology, Kharagpur

On-site

Summer Research Intern (Supervisor: Prof. Sandip Chakraborty)

May 2023 - July 2023

- Change Point Detection: Developed expertise in streaming analytics and online change point detection methodologies and leveraged machine learning algorithms to detect and analyze change points in real-time data streams.
- Implementation and Analysis: Processed and extracted insights from over 75,000 time series data points. Identified and analyzed patterns and transitions to understand the dynamics of the data.
- Improved Performance: Achieved a significant improvement of 7 percent in detection accuracy through algorithmic enhancements.

Tools used: Jupyter Notebook, Python, Ruptures, bocd, KL-CPD

Projects

• LipNet : End-to-End Sentence-level Lipreading/ Github

Developed a deep learning model using CNN and Bi-LSTM to process video frames for lip-reading, achieving a (95.2 %) accuracy rate on a dataset of (1000 sentences from a speaker) obtained from GRID corpus, aligning visual inputs with corresponding text data.

• Football Matches Data Scraping and Prediction / Github

To extract Football matches data and statistics by scraping with **bs4** and **requests**.

Preprocessed and normalized the extracted data texts by removing HTML tags, special characters and irrelevant information. Computed a Random Forest classifier (74% accuracy) and optimized the model by tuning the hyperparameters, computing rolling averages and evaluation metrics such as accuracy and precision to assess the model effectiveness.

• Fly High (Team of 4) / Github

To develop a game using **PyGame** in which players can navigate around obstacles, dodge opposing spacecraft, and fire shots. Implemented core mechanics of the game, including vertical motion, obstacle detection and bullet firing.

Employed a **scoring system** to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding points based on successful pavigation through obstacles of the system to track player's progress and awarding progress and awarding progress are system to track player's progress and awarding progress and awarding progress are system to track player's progress and awarding progress are system to track player and the system to track player are the system to track player and the system

Employed a **scoring system** to track player's progress and awarding points based on successful navigation through obstacles or enemies.

• Task Management System/ <u>Github</u> <u>Video</u>

Task management within an organization using MySQL database for CRUD applications helping users ensure effective task assignment, progress tracking and leave management. Key skills: Web development, PHP, MySQL

Publications

• Journal Paper: Real-time Classification of EEG Signals Using Machine Learning Deployment

Under Review. Tech Stack: Python, Scikit-learn, Emotiv Sensor, Git, Streamlit (In Publication by ACD Journal)

Honors and Awards

- Certified **Data Science** Specialist by **IBM**
- Ranked 3rd in Dreaming in Neon, A Game Development event organised by Presidency University, Kolkata. <u>Link</u>
- Won Internal Hackathon of Smart India Hackathon 2023 from IEM, Kolkata.
- Scored 1st in 'Introduction to Machine Learning': An online course offered by IIT Kharagpur. Score: 90% Link

Volunteer Experience

GitHub Core Team Member at Diversion IEM

Kolkata, India

Managed access to Github and for sending notifications which helped 200+ contributors.

Nov 2022 - Mar 2023