

Aryan Mahajan

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EXPERIENCE

IIT Jammu | Project Research Intern

Jan 2025 - Mar2025 | Jammu,J&k,India

Developed an AI chatbot using Retrieval-Augmented Generation (RAG) for event-based queries.

- Data Prep: Extracted and processed text from PDFs with PyPDF2.
- Modeling: Built RAG pipeline using Hugging Face, FAISS, and GPT for contextual responses.
- Frontend: Designed interactive UI in Streamlit; integrated SQLAlchemy for database management.
- Optimization: Enhanced retrieval with metadata filtering and query speed improvements.
- Tech Stack: Python, PyPDF2, FAISS, Hugging Face, Streamlit, SQLAlchemy, LangChain

EDUCATION

SUSHANT UNIVERSITY

BACHELOR OF TECHNOLOGY IN
COMPUTER SCIENCE WITH
SPECIALIZATION IN AI & ML

Expected June 2027

Current Cum. GPA: 8.94/10

SKILLS

Programming Languages: Python (DRF, FastAPI, PyTorch, TensorFlow, LangChain), Java (DSA), C, SQL

Web & Backend: Django REST Framework, FastAPI, REST APIs, HTML, CSS, React, Tailwind, Typescript, Streamlit

Databases & Tools: PostgreSQL, MySQL, SQLite, SQLAlchemy, DynamoDB

Data & ML: Pandas, NumPy, Matplotlib, Seaborn, Statistics, Data Cleaning, Data Visualization, Hugging Face, FAISS

DevOps & Cloud: Docker, AWS (EC2, S3, Glue, DynamoDB), ELT Pipelines

Computer Vision & Deep Learning: OpenCV, EfficientNet, LSTM, Deepfake Detection, RAG (Retrieval-Augmented Generation)

PROJECTS

Trufake

Apr 2025

<https://trufake.ashishtiwari.net>

- Developed a deepfake detection system using an EfficientNet-based CNN and attention-enhanced LSTM for temporal modeling, with video preprocessing via OpenCV and Dlib.
- Built backend with FastAPI for RESTful inference APIs, containerized with Docker, and deployed for real-time deepfake classification on curated datasets (DFDC, FaceForensics++).

Lunar Lander with NEAT (NeuroEvolution of Augmenting Topologies)

Sept 2024 - Oct 2024

Developed an AI-driven Lunar Lander simulation using NEAT (NeuroEvolution of Augmenting Topologies) and Pygame.

- Implemented evolutionary algorithms to train neural networks for smooth, crash-free landings.
- Enabled AI to improve over generations by learning from performance metrics.
- Tech Stack: Python, NEAT-Python, Pygame

Flappy Bird with NEAT (NeuroEvolution of Augmenting Topologies)

Aug 2024 - Sept 2024

Created an AI agent to play Flappy Bird using NEAT (NeuroEvolution of Augmenting Topologies).

- Applied genetic algorithms to evolve neural networks capable of adapting to dynamic game environments.
 - Demonstrated NEAT's effectiveness in reinforcement learning tasks and game AI development.
- Tech Stack: Python, NEAT-Python, Pygame

COURSEWORK

- Python Programming-CIT
- Introduction to Statistics - Stanford University
- Introduction to Machine Learning - DeepLearning.AI
- Advance Learning Algorithms - DeepLearning.AI
- Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning - DeepLearning.AI
- Unsupervised Learning, Recommenders, Reinforcement Learning - DeepLearning.AI
- Convolutional Neural Networks in TensorFlow - DeepLearning.AI

LINKS

Github: <https://github.com/AryanMahajan>

LinkedIn: <https://www.linkedin.com/in/aryan-mahajan-b11684258/>

Webpage: <https://aryanmahajan.vercel.app/>