

Ashutosh Vyas  
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#### ACADEMIC DETAILS

Year	Degree/Exam	Institute	GPA/Marks(%)
2019 - Present	Computer Science Engineering	Graphic Era (deemed to be University)	9.278/10
2019	12 <sup>th</sup> , I.S.C.	St.Joseph's Academy, Dehradun	88.75 %
2017	10 <sup>th</sup> , I.C.S.C	Carmel School, Chamba	90.80 %

#### EXPERIENCE

- **Data Science and Business Analyst Intern, The Sparks Foundation (Sep, 2021 - Present)** : Working on various tasks assigned by The Sparks Foundation.
- **PRISM Research Intern, Samsung (Jul, 2021 - Present)** : Leading a team of four members to build a real time 5G radio environment monitoring application.
- **Summer Intern, IEEE Student Branch (Jun, 2021 - Jul, 2021)** : Worked on a research project on an AI based Architecture of an IOT-based flood control system under the guidance of Mr. Himanshu Rai Goyal. The project can be accessed at <https://github.com/Ash20vyas/Flood-management/>
- **Technical Content Writer, Hello ML (Feb, 2021 - Apr, 2021)** : Wrote various articles on deep learning topics in a growing startup. All articles can be accessed at <https://helloml.org/author/ashutosh-vyas/>

#### PROJECTS

- **Gesture Master** (Aug, 2021 - In Progress) : An application that will help educate people in American Sign Language. It recognizes the sign using hand gesture recognition through the web-cam feed.
- **Real-Time 5G Radio Environment Monitoring Application** (Jul, 2021 - In Progress) : An android application that graphically shows the position of various serving cell and neighbour cells as well as signal strength as the user/tester launches the app and keep moving.
- **Catalogue App** (Jul, 2021) : A simple shopping app made using Flutter with all the prominent features like add to cart, login, dark theme and gestures.
- **Mall Customer Segmentation** (Jul, 2020 - Aug, 2020) : Created a segmentation model from scratch using numpy arrays that follow the principal of **Agglomerative Hierarchical Clustering** to cluster a dataset on mall customers.
- **Space Fighter** (Apr, 2020 - May, 2020) : A single player 2D shooting game using Python modules turtle and pygame.

#### TECHNICAL SKILLS

- **Languages:** Python (Advanced), JAVA (Intermediate), C (Intermediate), C++ (Intermediate), JULIA, DART, Scala.
- **Tools and Frameworks:** Azure Machine Learning Studio,  $\LaTeX$ , Flutter
- **Machine Learning Tools:** Tensorflow, scikit-learn, openCV.

#### SCHOLASTIC & CO-SCHOLASTIC ACHIEVEMENTS

- Completed Summer Internship at IEEE with excellent grade.
- Completed Google cloud computing foundation course and secured various badges.
- Got Certified in Microsoft Azure-900
- Secured 1st rank in a coding competition by GEU ACM Student Chapter in 1st year B.TECH and won a cash price of INR 1000.