

Ashutosh Vyas
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ACADEMIC DETAILS

Year	Degree/Exam	Institute	GPA/Marks(%)
Aug, 2019 - Present	B.TECH(Hons.) Computer Science	Graphic Era University, Dehradun	9.278/10
2019	12 th , I.S.C.	St.Joseph's Academy, Dehradun	88.75 %
2017	10 th , I.C.S.C	Carmel School, Chamba	90.80 %

EXPERIENCE

- **PRISM Research Intern, Samsung (Jul, 2021 - Present)** : Working on a real time 5G radio environment monitoring application under Samsung PRISM program.
- **Project Intern, IEEE (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)** : Written various articles on many machine learning topics like U-Net, Neural Network, Gradient Descent, and on few problem solving topics. All of my articles can be accessed at <https://helloml.org/author/ashutosh-vyas/>

PROJECTS

- **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) : An android application built using Flutter to create a seamless shopping experience.
- **IOT-based Flood Control System** (Jun, 2021 - Jul, 2021) : A project under IEEE which predicts flood using various machine learning and deep learning classification techniques on a given dataset.
- **Agglomerative Hierarchical Clustering** (Jul, 2020 - Aug, 2020) : Created a clustering model from scratch using numpy arrays that follow the principal of **Hierarchical Clustering** to cluster a dataset on mall customers.
- **Space Fighter** (Apr, 2020 - May, 2020) : Developed a single player 2D shooting game like Space Shooter using Python modules turtle and pygame.

TECHNICAL SKILLS

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

SCHOLASTIC & CO-SCHOLASTIC ACHIEVEMENTS

- **Strangers Code** - Secured 1st rank in a coding competition by GEU ACM Student Chapter in 1st year B.TECH and received a cash prize of INR 1000.