



Arnab Bit

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EDUCATION

AISSMS INSTITUTE OF INFORMATION TECHNOLOGY

COMPUTER ENGINEERING
2017 - 2021 | SPPU | Pune
CGPA: 8.48

KENDRIYA VIDYALAYA C.M.E

2017 | CBSE | Pune
Percentage: 79%

KENDRIYA VIDYALAYA C.M.E

2015 | CBSE | Pune
Percentage: 89.9%

LINKS

Github:// [BenzterBit](#)
LinkedIn:// [arnabbit](#)

SKILLS

PROGRAMMING

Over 5000 lines:

- C++ • Python • Java
- Pytorch

Over 1000 lines:

- Javascript • React.js • Node.js •
- Tensowflow

Uncategorized Skills

- MySQL • NoSQL • Linux • Machine Learning • Data Science • Git • Android

SOFT SKILLS

- Great Communication Skills • Team Leader • Consistency

ACHIEVEMENTS

Smart India Hackathon: Team lead of the top 6 teams from internal hackathon.

Departmental Project Competition: Lead and managed the Departmental Project Competition.

CERTIFICATIONS

- Python Bootcamp - Udemy
- Full Stack Development - Udemy
- Deep Learning Specialization - Coursera

PROJECTS

SMART BRAIN

June 2021 – Present

A full stack web application which detects Faces in a picture and highlights it with a bounding box. The front-end is built using React.js, Back-end using Node.js, Database using PostgreSQL and Deployed using Heroku.

APTOS 2019 BLINDNESS DETECTION

ASIA PACIFIC TELE-OPHTHALMOLOGY SOCIETY (APTOS)

June 2019 – September 2019

Detecting severity of Diabetic Retinopathy in patients given any scanned image of the eye by using Deep learning Techniques. Our Task involved Image pre-processing, Training, Testing and Hyper-parameter Tuning. We attained an accuracy of 75%.

ROOM CLASSIFICATION

May 2019 – July 2019

Given 10934 images to Train your model, you have to classify the images on 67 different types of indoor-scenery images using image pre-processing, use of pre-trained models and hyper parameter tuning.

SUDOKU SOLVER

June 2021 – June 2021

A Python Program Involving the Backtracking Algorithm to Solve Any Given Sudoku. Taken input of Sudoku through a file, for ease in input. Used Github for version control.

TV SERIES RECOMMENDATION SYSTEM

July 2019 - July 2019

Created a Machine Learning based Recommendation system for Anime(Japanese TV shows) recommending highly rated new shows to users based on the genre of the shows they previously watched or liked.

FLASH IT ANDROID APPLICATION

Apr 2019 – Jun 2019

A privacy-focused social media application which allows users to sign in, register, send texts, images, while maintaining their privacy by removing opened messages, not allowing Screenshots etc.

RESEARCH

EXPLORING NOVEL ADVERSARIAL ATTACK STRATEGIES ON ANDROID SYSTEMS | FINAL YEAR PROJECT

Sep 2020 – Present

We create two adversarial attack strategies against malware detection systems in android systems. Given a permission lists of malicious softwares we attempt to perturb their permissions such that the anti-malware system classifies them as benign software. The first method involves GANs and the second method involves q-learning in reinforcement learning.

CERTIFICATIONS

DEEP LEARNING SPECIALIZATION | COURSERA

June 2019 – Sep 2019

In this five course specialization series I studied about and implemented various State of the art deep learning techniques and worked on case studies from healthcare, autonomous driving, sign language reading, and Natural Language processing.