# KAVISH HUKMANI

### Computer Engineer

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% https://kavishhukmani.me/

O https://github.com/DoubleGremlin181/

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# **EDUCATION**

### Manipal Institute of Technology

#### **B.Tech in Computer and Communication Engineering**

August 2016 - Present

Manipal, India

CGPA = 7.13

## City International School

#### Grade XII. CBSE with Maths & Science

**#** June 2014 - May 2016

Pune, India

Percentage = 87%

### The Bishop's Co-Ed School

#### Grade X, ICSE with Maths & Science

m June 2004 - May 2014

Pune, India

Percentage = 92.2%

# SKILLS

Python	Data Science	Data Science SQL/BigQue		R	Pa	andas
Machine Learning Tableau Scripting			Linux Git			
Java C/C++ Android Jekyll			Travis CI		Bash	
Chatbot Development   MS Excel			Spar	k AR		

# **EXPERIENCES**

#### Data Science Intern

#### **Impact Analytics**

Analyzed and drew inferences for major retail brands in the USA; helped the AI team develop various CNNs for the detection of products up to the SKU level

#### Summer Intern

#### **Onward Technologies**

Designed and built a RESTful API to identify constituent parts of a blueprint or model using Feature Matching in OpenCV

May 2019 - June 2019

Chennai, India

#### Digital Marketing Intern

#### Mercedes-Benz Financial India

Created a chatbot for the Mercedes-Benz Finance India Facebook page using DialogFlow

May 2018 - July 2018

Pune. India

# **ACHIEVEMENTS**

- Distinction in Communication Skills, Trinity College London Grade 5
- Speech and Drama, Trinity College London Grade 5
- Awarded the Mathematics Prize for the cumulative highest grade in Class X

# VOLUNTEERING

- Core Committee Member for TechTatva'18 and Revels'19, in charge of the Outstation Management team
- Organizer for TechTatva'17 and Revels'18 as part of the Outstation Management team
- Star Volunteer for the Sports Category in Revels'17

# **MOOCS**

- (In Progress) Deep Learning Specialization by deeplearning.ai
- Big Data Specialization by UC San Diego

# **PROJECTS**

#### Solving a Pocket Rubik's Cube by emulating a human method

- Created a Reinforcement Learning environment of a 2x2 Rubik's Cube for the OpenAI Gym toolkit.
- Currently training a model to solve it using various methods such as Layer by Layer and Ortega to compare its approach to a human.

#### **Sentiment Analysis IRC Bot**

• A discord bot that analyzes the polarity and subjectivity of the given text using TextBlob.

### **Data Mining and Predictive Analysis Lab Group Project**

• Analysis on the viability of using Decision Trees to predict if the next day will be warmer or cooler.

### What Pepe Am I? Instagram Filter

• An AR filter built using Facebook's own Spark AR Studio. It follows the trend of 'What x am I?' filters and has over 250,000 impressions.

#### **DotA 2 Audio Cue Quiz**

• Contributer to d2acq, a popular online audio quiz game.

#### WhatsApp Twitch Stickers Android App

• An app with over 10,000 tracked downloads and many more via platforms such as F-Droid and fossdroid.