

HARDHIK Y

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EDUCATION

PES University
Btech Computer science

Bengaluru, India
Aug 2022 - May 2026

WORK EXPERIENCE

CIE ~ PES university
ML intern

Bengaluru India
Aug 2024 - Present

- Designed and developed an object detection ML model using multiple CCTV footage to enhance real-time surveillance and monitoring. Leveraged OpenCV for image processing, TensorFlow/PyTorch for model training, and optimized performance using CUDA acceleration. Implemented custom data preprocessing techniques to improve detection accuracy in varied lighting and environmental conditions. Integrated the model into a scalable system for real-world deployment, ensuring efficient processing of live and recorded footage

Ellipsonic
Software Intern

Bengaluru India
June 2024 - Aug 2024

- Developed an OCR system using OpenCV, PaddleOCR, and a custom ML model to extract and process information from pipe diagrams for a major client's building project, improving automation and accuracy in document analysis.

SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, Rust, GO, Zig
Frameworks: React, Node.js, Flask, WordPress, FastAPI Developer, Git, Docker
Libraries: Pandas, NumPy, Matplotlib
Tools: Qemu, Stockfish, OpenCV, PaddleOCR

PROJECTS

AI Interview Bot *Python, React, Node.js, TensorFlow, PostgreSQL*
(<https://github.com/Hardhiky/capstone>)

Developed an AI-powered voice bot to assist candidates in technical interviews, featuring an adaptive questioning system that adjusts difficulty based on user responses. Implemented resume parsing to generate interview questions tailored to user skills. Integrated real-time Speech-to-Text (STT) and Text-to-Speech (TTS) for seamless interaction. Built an AI model leveraging NLP and semantic similarity techniques to evaluate answers. Designed a user-friendly frontend with React and a robust backend API using Node.js and Express.

Drawfish *Python, ML, React js, Node js, Git*

(<https://github.com/Hardhiky/drawfish>)

Developed a custom Stockfish model integrated with a proprietary ML model to enforce drawish positions in openings, middle game, and endgame. Engineered the AI to ensure every game results in a draw, regardless of the player's moves. Utilized advanced chess heuristics and reinforcement learning to refine decision-making. Optimized performance for real-time gameplay and strategic balance.

RIX *Rust, Assembly, Qemu*

(<https://github.com/Hardhiky/rix>)

RIX is an experimental operating system for the Intel IA-32 architecture (x86). It's written completely from scratch in Rust and doesn't use any external dependencies.

ACHIEVEMENTS

KODIKON 3.0 (A national level hackaton)

Achieved a Top 10 position in a national-level hackathon, demonstrating strong problem-solving, teamwork, and technical skills in a competitive environment.

Nov 2023

Dotslash

Developed a food packet scanner powered by a custom LLM, enabling users to analyze complex ingredients and make informed dietary choices aligned with their goals. (<https://github.com/dineshhdini/balanced-bytes>)

ECell

Won a debate competition on startups and finance, showcasing strong analytical thinking, persuasive communication, and in-depth knowledge of entrepreneurial and financial concepts.