

Het Shah

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EDUCATION

BITS PILANI, GOA CAMPUS

B.E. IN COMPUTER SCIENCE

Jul 2021

CGPA: 8.22 / 10.00

UDGAM SCHOOL

May 2017 | SSC

Percentage: 91%

D.A.V INTERNATIONAL SCHOOL

May 2015 | HSC

CGPA: 9.80 / 10.0

COURSEWORK

Neural Networks and fuzzy logic

Machine Learning

Automated Theorem Proving

Introduction to Cognitive Neuroscience

Data Structures and Algorithms

Logic in Computer Science

Discrete Structures in Computer Science

Linear Algebra and Complex Variables

Advanced Calculus

Probability and Statistics

Differential Equations

CERTIFICATION

DeepLearning.ai | (Certificate)

Nettech (top 10) | (Certificate)

SKILLS

PROGRAMMING

Java • Python • Javascript

C++ • C • GraphQL • MySQL

FRAMEWORKS

PyTorch • Tensorflow • Keras

ReactJS • NodeJS • ExpressJS

CLOUD

AWS • GCP

EXPERIENCE

IAS, TU-DARMSTADT | REMOTE COLLABORATOR

May 2020 - Present | Remote

- Working on a project to segment out human motion sequences, with a dataset consisting of human-object interactions.

APPCAIR, BITS GOA | UNDERGRADUATE RESEARCH COLLABORATOR

January 2020 - Present | Links: Project

- Worked on a project titled "Iterative Knowledge Distillation on Data-Free Learning", done in collaboration with TCS-Research.
- Project aims to find an iterative method to perform Knowledge Distillation on Data Free Learning model.
- Modified the loss function for the Knowledge distillation part.

BISAG | SUMMER INTERN

May 2019 - Jul 2019 | Gandhinagar, India | Links: Project, Report

- The project, titled "Texture Segmentation", aimed at creating a Semantic Segmentation model for locating agricultural patterns specific to Horticulture.
- Created a novel Remote Sensing dataset from scratch which could be used by research groups for further study and constructed a U-Net model using Keras after considering and experimenting with several other algorithms.

SELECT PROJECTS

GENRL (ONGOING) | LINKS: PROJECT

KD-LIB (ONGOING) | LINKS: PROJECT

MEME CLASSIFICATION FOR COMBATING ONLINE HATE

(COMPLETED) | LINKS: REPORT

CONFUSION OF A STUDENT WHILE WATCHING MOOC VIDEOS

USING EEG DATA (COMPLETED) | LINKS: PROJECT, REPORT

INSTRUMENT GAN (COMPLETED) | LINKS: REPORT

MACHINE LEARNING LIBRARY (COMPLETED) | LINKS: PROJECT, REPORT

PUBLICATIONS

- [1] A. Vaswani, R. Ganguly, H. Shah, S. R. S, S. Pandit, and S. Bothara. An autoencoder based approach to simulate sports games. *7th Workshop on Machine Learning and Data Mining for Sports Analytics at ECML-PKDD 2020*, 2020.

TEACHING EXPERIENCE

QSTP | INSTRUCTOR-INTRO TO DEEP LEARNING

May 2019 - Jul 2019 | BITS Goa

- Taught basics of Deep Learning and used PyTorch to create both simple and challenging assignments for the participants.
- The class comprised of 120 students who had just completed their freshman and sophomore years at college of which 40 successfully completed the final project.