Jatin Dholakia

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EDUCATION

	Indian Institute of Technology, Gandhinagar	GPA: 8.24
•	B. Tech - Electrical Engineering with Minor in Computer Science	2016 - 2020
•	Shiv Jyoti Convent School	91.8~%
	12th CBSE PCM	2015 - 2016
•	Nand Vidya Niketan	CGPA: 10.0
	10th CBSE	2013-2014

SKILLS

• Languages: Java, SQL, Python, C++

• Frameworks: Spring, Flask, PyTorch, Tensorflow

• Tools: GIT, MySQL, PostgreSQL

• Miscellaneous: AWS, Google Cloud Platform, Agile framework, Microservices

EXPERIENCE

S&P Global

Software Development Engineer

August 2020 - Present

- o Worked on an internal tool which is used to entitle packages to users. It is built using Spring framework and uses MVC architecture.
- Added new feed of data into the tool which increased the packages offered.
- Worked on API drive link which runs a scheduler on input files, calls API and places output file in client's outboox folder.

Quantiphi Analytics

Platform Engineering Intern

May 2019 - July 2019

- Built a data-pipeline for a retail company to forecast its sales based on past data, using Google Cloud Platform.
- o Orchestrated various pre-processing and post-processing tasks into the pipeline using Cloud Composer which runs on a Kubernetes cluster.
- Built a backend web-application using Flask, which served the API calls made by the user.
- Created an endpoint which would perform user authentication using the credentials provided.
- Used AutoML Tables to generate predictions on back test splits and evaluate metrics.

Projects

• SentEmoji - Empathetic Conversation Generation: Github

- o Published in 25th COMAD (CODS-COMAD 2020) International Conference on Data Science and Management of Data.
- o Developed a chatbot that generated empathetic responses with emojis to the given context
- Used architectures like Transformer encoder and BERT. Used word2vec and emoji2vec to assign emojis to sentences and CNN model to identify the emotion of generated sentence.

• Real Word Spelling Correction: Demo Github Article

- o Correction of sentence based on context, even if an out-of-dictionary word is not present. Bigram language model is used to compute probabilities of all candidate sentences using a metric like edit distance.
- Used AWS Lambda and API Gateway to deploy as an API. Created a form for taking input and making requests.

• Reinforcement Learning for Games: Github

- o Explored the performance of algorithms like Q-Learning, Deep Q-Learning and CNN based Deep Q-Learning on games with varying number of states.
- Understood the tradeoff between exploration and exploitation in large MDPs. Trained agent using epsilon-greedy policy.
- Achieved an average score of 1200 on the classic game Pacman, which was close to the human-level performance of 1500.

Achievements

- Awarded **Dean's list** for excellent academic performance in Semester 6 & 7
- Qualified for second round of Jumpstart (Hackathon), from over 1400 participants.
- Rated Specialist on Codeforces a Competitive Programming Website
- Secured a rank of 2548 (ranked in top 0.2% of candidates) in JEE Advanced (IIT-JEE)
- Awarded Certificate of Merit (by CBSE) for obtaining 'A1' grade in all the 5 subjects in 10th standard.