

JAY JHAVERI

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EDUCATION

Masters of Computer Science

University of California, San Diego (UCSD)

Sept 2022 – Dec 2023 (Expected)

CGPA: 3.95/ 4

Relevant Courses: Scalable Data/ML Systems, Recommender Systems, AI: Probabilistic Reasoning, Advanced Algo

Bachelor Of Engineering (Computer Engineering)

Vivekanand Education Society's Institute of Technology (VESIT)

August 2018 – July 2022

CGPA: 9.013/ 10

Relevant Courses: DBMS, Data Analytics (Hadoop), Data Structure, Software Development, Analysis of Algorithm

INTERNSHIP EXPERIENCE

Full Stack Developer, Stealth Startup

Feb 2023 – Present

- Integrating Python-based DL architecture to a user-friendly Web Application utilizing AWS and React JS.
- Secured \$100K in funding in AWS credits from Adobe.

Full Stack Development Intern, Makos Infotech

June 2021 – July 2021

- Developed Server-side rendering for their main website (Jobaskit.com) utilizing JQuery, PHP, and MySQL, which targets automating the On-campus placement process for various colleges.
- Managed existing and created relational databases using MySQL Workbench and deployed them on AWS.
- Co-pitched the online job placement portal, Jobaskit, to 3 University professors alongside the founder.
- Mentored and Trained 2 intern recruits to get them working on the digitalization of the teaching process.

Data Analyst Intern, Leadingindia.ai

May 2020 – June 2020

- Worked in a team of four to build a Vaccine Prediction model on the H1N1 and seasonal flu vaccines to accurately predict the trends of the public acceptance rate (41%) of the Covid-19 vaccine.
- [Research Paper](#) was published in Springer & I wrote a [Blog](#) showcasing the correlation between the two pandemics.
- Secured first position for the mentioned research project amongst 85 peers intercollege.

Data Analyst Intern, Núclei Technologies

Dec 2018 – Jan 2019

- Applied several supervised ML algorithms such as Linear regression & random forest in R & Python to predict sales of products at specific BigMart store locations based on previous sales data.

PROJECTS

[Game Genre and Recommendation Classification using Steam Reviews](#)

Nov 2022 – Dec 2022

Designed Machine Learning techniques to classify game genres and determine user recommendations such as reviews, hours played. Various models were tested, including N-gram, Multinomial NB, and Linear SVC. Random Forest with Balanced data gave the highest accuracy of 90.53%. *Tech Used:* Python, Pandas, TF-IDF, scikit-learn, TensorFlow

[Aatmanirbhar Sanchar: Secure Self-Sufficient Communications](#)

June 2021 – May 2022

In collaboration with the [Tata Institute of Fundamental Research \(TIFR\)](#), developed an off-the-grid, cross-platform, secure (SHA-256) client-server chat application without depending on third-party APIs in the light of recent data privacy issues. I guided my team to adapt a CI/CD outlook on the project and we kept redeploying our app after integrating features and solving bugs based on the feedback we received from our mentors. *Tech Used:* Python, Node JS, Unix.

[Divya-Drishti: An Independent Aid for the Visually Impaired](#)

Aug 2020 – May 2021

Created a Voice-activated standalone IOT application using Raspberry Pi4 to help [Visually Impaired People](#) accurately detect Indian Currency notes, colors, and everyday objects. The project was funded under the [Mumbai University Minor Research Grant Program](#). Received feedback from the members of [National Association for the Blind \(NAB\)](#). Achieved a 400% in net cost reduction compared to products made by OrCam. *Tech Used:* TensorFlow, OpenCV2, Google Cloud, Raspberry Pi, Android-Java, Linux, Python. *Achievement:* Published a [research paper](#) highlighting the needs of VIPs.

[Code for Change Hackathon: A Data Extraction project](#)

Nov 2020 - 24 hours

Developed data extracting software for [Global Parli Foundation NGO](#) to automate the translation of Land/Farm ownership papers' pdf originally in Devanagari Script into an editable excel sheet using OCR. Secured first position for the data extraction project amongst the 72 teams participating. *Tech Used:* Django, Google Cloud, Html/CSS.

[Automated Number Plate Recognition and Parking System](#)

Dec 2019 – Feb 2020

Built android application connected to a Firebase server, to automate security and space availability in car parking systems by monitoring the number plates detected at the exits, utilizing already installed CCTVs at the entry and exit gates of parking lots. *Tech Used:* Tesseract OCR, Firebase, Android-Java, Python

RESEARCH PUBLICATIONS

Inampudi S., Jhaveri J. et al., (2021) **Machine Learning Based Prediction of H1N1 and Seasonal Flu Vaccination**. In: Garg D., Wong K., Sarangapani J., Gupta S.K. (eds) Advanced Computing. IACC 2020. Communications in Computer and Information Science, vol 1367. Springer, Singapore. (https://doi.org/10.1007/978-981-16-0401-0_11)

Technical Skills: Python, SQL, MapReduce, Hadoop, Data Structures, PyTorch, TensorFlow, AWS, Google Cloud, Firebase