JAY JHAVERI

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EDUCATION

Masters of Computer Science **Sept 2022 – March 2023 (Expected)**
University of California, San Diego (UCSD) CGPA: 3.95/ 4
Relevant Courses: Neural Networks, Computer Vision, Scalable Data/ML Systems, Recommender Systems

Bachelor Of Engineering (Computer Engineering) **August 2018 – July 2022**
Vivekanand Education Society's Institute of Technology (VESIT) CGPA: 9.013/ 10
Relevant Courses: Object Oriented Programming, Human Machine Interaction, Data Analytics, Web Design

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.
- Worked on the website's front-end design using the prototyping tool Figma, followed by Bootstrap.
- Co-pitched the online job placement portal, Jobaskit, to 3 University professors alongside the founder.

Web Developer Intern, VESIT Renaissance Cell **June 2020 – July 2020**
- Led a team of 6 to design and implement a Django-based Paper Publication Easy-to-use Website for my college, wherein teachers can easily add their newly published work for the students to see.
- Developed a Portfolio Website for our mentor.

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.

PROJECTS

GrooveGenie: A copyright-free music generator **March 2023 – Present**
- Created an open-source music generation model, utilizing Facebook's EnCodec Transformer model to compress audio wave files to an embedding that the model can understand.
- Training a conditioned GAN neural network that generates music based on user-provided genre inputs embedded using the BERT model, with a goal of creating copyright and royalty-free music, being trained on the FMA dataset.

Game Genre and Recommendation Classification using Steam Reviews **Nov 2022 – Dec 2022**
- ✓ Designed data pipelines to preprocess and apply machine learning techniques to classify game genres and also personalize game recommendations using the user's reviews and hours played.
- ✓ Out of N-gram, Multinomial NB, and Linear SVC, RF with Balanced data & TF-IDF gave the highest accuracy of 90.53%.

Aatmanirbhar Sanchar: Secure Self-Sufficient Communications **June 2021 – May 2022**
- ✓ Led a team of 4 to design and develop an off-the-grid, cross-platform secure multimedia-supported chat application.
- ✓ Followed a CI/CD approach to build a client-server architecture with the server based on python and React JS.
- ✓ Made in collaboration with the Tata Institute of Fundamental Research (*TIFR*) to be used within the organization.

Divya-Drishti: An Independent Aid for the Visually Impaired **Aug 2020 – May 2021**
- ✓ Created a Voice-activated standalone AIOT android application using Raspberry Pi4 to help Visually Impaired People (VIPs) accurately and efficiently detect Indian Currency notes, colors, and everyday objects.
- ✓ Funded by the Mumbai University Minor Research Grant Program.
- ✓ Achieved a *400%* net cost reduction compared to products made by OrCam.
- ✓ 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. *Tech Used: Django, Google Cloud, Html/CSS. Achievement: Secured **First** position for the data extraction project amongst the 72 teams participating.*

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, PyTorch, Neural Network, SQL, Data Analysis, OOP, HTML/CSS, Javascript, AWS, Google Cloud