JAY JHAVERI

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EDUCATION

Masters of Computer Science **Sept 2022 – Dec 2023 (Expected)**
University of California – San Diego (UCSD) CGPA: 3.9/ 4
Relevant Courses: Design and Analysis of Algorithms, Deep Learning, Computer Vision

Bachelor Of Engineering (Computer Engineering) **August 2018 – July 2022**
Vivekanand Education Society's Institute of Technology (VESIT) CGPA: 9.013/ 10
Relevant Courses: Software Engineering, Distributed Sytems, Data Structures, Object Oriented Programming

INTERNSHIP EXPERIENCE

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 product to a university alongside the founder & mentored new intern recruits working on the digitalization of the teaching process, aiming to assist colleges in operating efficiently in virtual mode

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.
- *Achievement: Secured **First** position for the mentioned research project amongst my peers.*

App Developer, Dalvik Apps **Dec 2019 – Jan 2020**
- Designed and developed a Car Coin Collection game using C Sharp (C#) and created a UI-friendly library management system. Built an Android app using Android-Java as a substitute for default calling & messaging apps

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

Semantic Segmentation using Transfer-Learning and U-Net **June 2021 – May 2022**
Pixel-level segmentation on the PASCAL VOC-2007 dataset using various models and techniques like weighted loss. The evaluation metrics were pixel accuracy & intersection over union (IoU). The best results were obtained using transfer learning with a modified ResNet18 model, achieving an IoU of 15%, pixel accuracy of 74.4%. *Tech Used: Python, PyTorch*

Game Genre and Recommendation Classification using Steam Reviews **Nov 2022 – Dec 2022**
Designed Machine Learning techniques to classify game genres and determine user recommendations based on reviews, hours played, etc. 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

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 via TensorFlow. The project was funded under the Mumbai University Minor Research Grant Program. Held interviews with National Association for the Blind (NAB) members to get feedback from our intended user base. *Tech Used: Android, TensorFlow, OpenCV2, Google Cloud, Raspberry Pi. 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. *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)

ADDITIONAL INFORMATION

- **Technical Skills:** Python, Java, HTML/CSS, SQL, Javascript, C, PyTorch, TensorFlow, OpenCV2, AWS, Google Cloud