

Kevin Doshi

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EDUCATION

M.S. Computer Science Arizona State University, Tempe, AZ, USA	Aug 2024- Aug 2026 (Expected)
	4.00 GPA (Current)
B.Tech Computer Engineering Indus University, Ahmedabad, India	Jul 2020-Jul 2024
	3.57 GPA

TECHNICAL SKILL

Programming & Development: Python, Java, C/C++, Embedded C, HTML, CSS, JavaScript, Bash, Android Studio, Arduino, ESP, SQL, MySQL, Linux, UI/UX Design, Tkinter, Flask, Streamlit, PyCaret.

AI/ML & Data Science: TensorFlow, Keras, PyTorch, Large Language Model (LLM) Usage, LLM Fine-tuning, Deep Learning (DL), Machine Learning (ML), Artificial Intelligence (AI), Natural Language Processing (NLP), Computer Vision, Reinforcement Learning, TinyML, Pandas, NumPy, OpenAI, Generative AI (GenAI), Prompt Engineering, Audio/Speech Recognition, Sentiment Analysis, Data Engineering, Data Science, Big Data Analytics, Data Mining, Data Analysis, Statistics, Agentic AI systems, RAG.

Platforms & Frameworks: QGIS, GDAL, Docker, AWS Services, Git, GitHub, Jupyter Notebooks, Visual Studio Code (VSCode), PyCharm, Google Suites, Microsoft Office, LaTeX, Unity, Heroku, scikit-learn, HuggingFace, LangChain, Anaconda, Reality Capture, Agisoft Metashape, Clickup, Notion, Trello, Jira, LangGraph.

Certifications: ML Specialization (DeepLearning.AI, Stanford), Generative AI with LLMs (DeepLearning.AI, AWS), Sequence Models (DeepLearning.AI), Data Analytics on AWS (AWS - Coursera), Project Development Using Java (Udemy), Python Bootcamp (Udemy), Introduction to HTML5 (University of Michigan - Coursera)

PROFFESIONAL EXPERIENCE

Computer Vision Engineer , Digital Discovery Initiative, Arizona State University (ASU)	Feb 2025 – Present
<ul style="list-style-type: none">Developing an automated pipeline using photogrammetry and computer vision to generate high-resolution 3D models of inaccessible regions like the Moon, Antarctica, and coral reefs from aerial and terrestrial data.Collaborating with NASA and Lunar Outpost to process and integrate 3D reconstructions into VR systems for scientific analysis.	
AI Research Intern , Indian Space and Research Organisation (ISRO)	Jan 2024 – Aug 2024
<ul style="list-style-type: none">Implemented semantic segmentation using PyTorch with U-Net EfficientNet and SegFormer architectures for satellite imagery analysis. Performed domain adaptation by training on datasets like OpenEarthMap and LoveDA, predicting on Cartosat data, and conducting time-series change detection to analyze variations in building footprints and tree mapping.Contributed to the development of a weather-focused LLM by integrating ISRO resources, datasets, and multiple APIs using LangChain. Applied prompt engineering, generative AI techniques, and fine-tuning to improve accuracy in weather-related query resolution.Designed an end-to-end pipeline for satellite imagery processing that performed image correction, high-quality image generation, batch processing, and output evaluation using industry-standard tools such as GDAL, QGIS, and Python.Currently conducting research on the impact of EfficientNet architectures for geospatial mapping as part of work initiated at ISRO.	
AI Solutions Developer , Dhruvin Gas Service	May 2023 – Jan 2024
<ul style="list-style-type: none">Implemented AI algorithms to convert handwritten Gujarati language data to text using computer vision techniques, developing an automation tool with a responsive UI built in Flask and Bootstrap that streamlined data entry and achieved a 4x efficiency improvement.Integrated Dijkstra's algorithm to optimize delivery route planning and scheduling and developed an interactive dashboard using Flask and Bootstrap to visualize efficient routes and performance metrics, reducing travel time and overall costs.	
Embedded AI Systems Intern , DYU labs	Mar 2023 – Apr 2023
<ul style="list-style-type: none">Designed and implemented an ESP32-CAM-based AI system for person detection in security applications using Arduino and TinyML, achieving real-time processing for enhanced situational awareness.Optimized system performance by leveraging low-power consumption algorithms and TinyML inference techniques, increasing detection reliability and meeting the stringent requirements of embedded AI systems.	

PROJECTS

Clickless AI, Personal Project

- Developed an Agentic AI-driven web automation system leveraging multi-agent orchestration to autonomously search, filter, and apply for jobs while handling daily web tasks. Won 1st place at SunHacks for building an innovative Agentic AI system showcasing intelligent collaboration, task planning, and autonomous web interactions.

Automated ML Training Platform, Personal Project

- Built a Streamlit-based web application to simplify machine learning model training and evaluation, leveraging PyCaret for features like automated preprocessing, tokenization, vectorization, model comparison, and hyperparameter optimization, streamlining regression and classification tasks.

Air Drums, Personal Project

- Developed a pioneering virtual drum simulator using IMU sensor technology for real-time motion tracking, driven by extensive research and innovative deep learning algorithms that correct motion errors to deliver unprecedented precision and responsiveness in drum interactions.