

Mayank
Goel

BTECH CS + MS,
COMPUTATIONAL LINGUISTICS



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AWARDS

- Best Technical Product

SummerUp 2020

June 2020
- Best Web Application

HackAtHome, Brown University

October 2020
- 1st Prize, Equity Track (Advanced)

HackUMBC

November 2020
- 3rd Prize, Walmart Track

TAMU Datathon 2020

October 2020
- Top 30, India

Panini Linguistics Olympiad

March 2019

LANGUAGES AND TOOLS

Python, Javascript Comfortable	Pandas, NLTK, Matplotlib, Spacy, Numpy Comfortable
ReactJS, Node, MongoDB Familiar	C, C++ Familiar

COURSEWORK

Discrete Structures · Computer Programming · Digital Systems and Microsystems · Introduction to Linguistics (I and II) · Data Structures and Algorithms · Computer Systems Organization · Computational Linguistics (I and II) · Language and Society · Algorithm Analysis and Design · Database and Applications · Introduction to Software Systems · Linear Algebra · Probability and Statistics

EDUCATION

IIIT Hyderabad

BTech + MS Computer Science and Computational Linguistics

(July 2019 - Present)
8.26

PUBLICATIONS

Conversational Humor Analysis and Design

11th Humor Research Conference

January 2021

Worked on a model to classify and generate Jokes, basing it on the Incongruity Theory. Created JEEVES, a template-based joke generator.

PROJECTS

- Jeeves

<https://github.com/MayankGoel28/Jeeves>

Made an automated joke generator using various NLP techniques, using a hybrid approach using both ML and linguistic rules to generate jokes on given themes.
- Domain Specific Search Engine

<https://github.com/MayankGoel28/DSSE>

Made a Knowledge-based ontological Search engine, automating most part of the cleaning process and using Semantic Similarity to relay data from over 20k Walmart products.
- Name Entity Recognition System

<https://github.com/DomainNER/NamedEntityRecognizer>

Automatically tagged a large corpus of 500k sentences with Named Entities to create training data, and used multiple approaches for NER.
- Maze Algorithms

<https://github.com/Defectors-IIIT/Puzzles>

Worked on randomized Maze Generation, based on an Object Oriented Template developed by team. Did Complexity Analysis and analysis of bias with generation, and also worked on an Adversarial Search Algorithms for a PacMan-like game on the mazes generated.

- Summarizer-Bot

<https://github.com/MayankGoel28/Summariser-Bot>

Uses cosine similarity on sentence vectors to summarize long texts, along with keyword extraction for a discord bot. Encountered and solved problems such as code mixing and data processing using a predominant language agnostic approach.
- DrBear

<https://github.com/SmartyPants042/Dr-Bear/>

Worked on a real-time scraper which collects news on social media opinion on Stocks from multiple sources. The scraper was used as part of a larger webapp for usage to survey opinions.

WORK EXPERIENCE

Panini Linguistics Olympiad

Member, Organizing Committee

(January 2019 - Present)

Worked with evaluating answer scripts, handling emails, and other organizational duties.

EXTRA-CURRICULARS

- Coordinator, FHC (Humour Club, IIIT) (Jan 2020 -)
- Undersecretary, Clubs Council, IIIT Hyderabad (July 2020 -)
- Editor, Ping! The College Magazine (July 2020 -)
- Organizer, UG2k19 Summer Hackathon (May 2020)
- Extensive experience in Quizzing (2012 -)