

Mayank
Goel

BTECH CS + MS,
COMPUTATIONAL LINGUISTICS

Phone Number
+917890545454

Website
mayankgoel28.github.io

Email Address
themayankgoel28@gmail.com

Github
mayankgoel28

AWARDS		
Best Technical Product	June 2020	
SummerUp 2020		
Best Web Application	October 2020	
HackAtHome, Brown University		
1st Prize, Equity Track (Advanced)	November 2020	
HackUMBC		
3rd Prize, Walmart Track	October 2020	
TAMU Datathon 2020		
Top 30, India	March 2019	
Panini Linguistics Olympiad		

LANGUAGES AND TOOLS	
Python, Javascript Comfortable	Tensorflow, Pytorch, Pandas, NLTK, Spacy Comfortable
C, C++ Familiar	ReactJS, Node, MongoDB 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	(July 2019 - Present)	
BTech + MS Computer Science and Computational Linguistics		8.26

WORK EXPERIENCE		
Panini Linguistics Olympiad	(January 2019 - Present)	
Member, Organizing Committee		
Worked with evaluating answer scripts, handling emails, and other organizational duties.		
Proxzar	(April 2021 - Present)	
Intern		
Using Apache Nutch to make a generalized tool for crawling and extracting information from E-Commerce websites		

PUBLICATIONS		
Towards Conversational Humor Analysis and Design	January 2021	
11th Humor Research Conference		
Worked on identifying and creating jokes, based on core theories of Humor. Approached the problem using domain knowledge in Linguistics and Humor, along with Machine Learning.		
PROJECTS		
Hybrid Joke Generator		
https://github.com/MayankGoel28/JokeGenerator		
Made an automated joke generator using various NLP techniques, using a hybrid approach using both BERT 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.	

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 -)	