

Mayank
Goel

BTECH CS + MS,
COMPUTATIONAL LINGUISTICS



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AWARDS

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

LANGUAGES AND TOOLS

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

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.

WORK EXPERIENCE

Panini Linguistics Olympiad	(January 2019 - Present)
Member, Organizing Committee	
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 -)