Mragank Shekhar

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EDUCATION

Bennett University

Delhi NCR, IN

Bachelor of Technology in Computer Science and Engineering; GPA: 8.0 / 10.0

2017 - 2021

Experiences

Google Summer of Code at NumFOCUS

Remote

Open-source Developer

May 2021 - Present

Linkedin: linkedin.com/in/mgeeeek Github: github.com/mgeeeek

Homepage: mgeeeek.github.io

• Working with ArviZ community to extend Dask support inside ArviZ library

• Helping the library to scale on a single and distributed machines when using larger-than-memory datasets.

Amazon

Feb. 2021 - Present

Hyderabad, IN

 $Data\ Engineer\ Intern$

• Working on automated dataset curation for Redshift.

• Implementing POC for pattern matching over historical query data to generate curated datasets.

Google Summer of Code at NumFOCUS

Remote

Open-source Developer

May 2020 - Aug. 2020

- Created an interface for seamless conversion of raster data to PySAL's spatial weights object.
- Rewrote the logic of the WSP builder and used Numba and joblib to achieve 3x speed up during conversion.
- Added support for plotting raster-based DataArray objects in the PySAL's sub-module called splot.
- Project link Raster awareness in PySAL

Netaji Subhas University Of Technology

New Delhi, IN

Research Intern

May 2019 - Jun. 2019

- Analyzed exploration and exploitation behaviour in different stages of the optimization algorithms.
- Studied different techniques like hybridization, chaotic maps and evolutionary operators.
- Implemented several new algorithms in python and contributed to EvoloPy via Git.
- Published and presented the research findings in ICAIA'2020: Paper link

PROJECTS

Movie Recommender | Django, Elasticsearch, Vue.js, PostgreSQL, IMDb API

• Developed a web app to recommend movies to users using regularized kernel matrix factorization, and item-item-based collaborative filtering algorithms.

URL Shortner | Django, PostgreSQL, Vue.js

• Developed a web app to shorten the passed url using bit-shuffling approach to avoid collisions and generate non-consecutive shortened urls.

Evolutionary Stochastic Treasure Hunt | Godot, Pytorch

- Worked on a dynamic-difficulty-based procedural content generation framework using reinforcement learning.
- Used the framework to develop a 2d platformer videogame like super mario bros.

$\textbf{Surveillance Video Summarization} \mid \textit{Flask, TensorFlow, OpenCV, MongoDB}$

• Developed a web app for tracking, classifying and recording the important events within surveillance video.

Handwritten-Document Scanner — Java, TensorFlow Lite, OpenCV, SQLite

• Developed an android app using java for scanning and recognizing handwriting in handwritten documents.

TECHNICAL SKILLS

Languages: Java, Python, JavaScript Database: MySQL, MongoDB, Neo4j

Frameworks: Flask, Node.js, Django, React.js, Vue.js Developer Tools: Git, Docker, AWS, VS Code, IntelliJ, vim

Publication

• Shekhar M., Training Multi-Layer Perceptron Using Population Based Yin-Yang-pair Optimization, The International Conference on Artificial Intelligence and Applications (ICAIA'2020), Advances in Intelligent Systems and Computing, vol 1164. Springer, Singapore.