Rajarshi Roy

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Education

Kalyani Government Engineering College

Aug. 2021 – Jul. 2025 (Expected)

B. Tech in Computer Science and Engineering

8.9 CGPA (up to 5th semester)

Projects

Game Recommender App ♂ Video explanation ♂

May. 2024

- Engineered a scalable game recommendation system powered by Generative AI model, Google Gemini, recommending about 180 games to users.
- Features included seamless scalability, natural language query handling, user-friendly chatbot interface using Streamlit, and continuous improvement through user feedback integration.
- Implemented logging and monitoring with Langsmith, helping in monitoring and optimizing code logic to reduce prompt token from 11,000 to 6,000.
- Deployed using GitHub Actions for CI/CD, AWS ECR for Docker container registry, AWS EC2 for hosting, and **Terraform** for infrastructure as code.

My Sweet Home ♂ Video explanation ♂

Jul 2023 - Nov 2023

- Predicted house prices and recommended similar housing properties using content-based filtering.
- House Price Prediction: Achieved 90% accuracy for properties for sale and 70% accuracy for rental properties.
- Property Recommendation: Generated a list of 6 most similar properties matching given criteria and displayed by the use of simple machine learning concept, average percentage of cosine-similarity for those properties.

Experience

Artificial Intelligence Institute of South Carolina

May 2024 - Present

AI Research Intern

Kolkata, India (Remote)

- Under mentorship of Prof. (Dr.) Amitava Das, applied theoretical understanding to practical solutions in NLP.
- Appointed as Defactify-4.0 Workshop Web Chair at AAAI'25, helping organize the shared tasks in Codalab and guiding participants.

Technical Stack

- Python Packages and Frameworks: Scikit-Learn, TensorFlow, Keras, NumPy, Pandas, PyTorch, FastAPI, OpenCV, Matplotlib, Seaborn, XGBoost, LightGBM, Plotly, BeautifulSoup, Scrapy.
- Web Development: HTML, CSS, Flask, Django, JavaScript, Chainlit, Streamlit, REST APIs.
- Programming Languages: Python, JavaScript, SQL, HTML, CSS, R, Bash/Shell.
- Databases: MySQL, MongoDB, PostgreSQL, Pinecone, FAISS, SQLite.
- MLOps Tools: DVC, MLflow, CI/CD, GitHub Actions, Docker Compose.
- Cloud Deployment and Containers: AWS ECR, AWS EC2, Vercel, Git, Docker, Terraform.
- Gen AI Framework and Models: LlamaIndex, Langchain, Langsmith, Google Gemini, Hugging Face.

Positions of Responsibility

Web Chair of Defactify-4.0 at AAAI'25 □

Nov 2022 - Present

- Appointed as Defactify-4.0 Workshop Web Chair for AAAI'25. Accountable for leading and overseeing the shared tasks on Codalab, ensuring optimal workflow and maximized accessibility.
- Provided strategic guidance and expert support to participants, enhancing their experience and ensuring the successful execution of shared tasks throughout the competition.

Achievements

Winner of Smart India Hackathon 2022 ♂

Aug 2022

- Competed in the Smart India Hackathon 2022 grand finale as part of Team BRAINCELLS, conceptualizing and delivering a solution in 36 hours to address educational challenges during COVID-19.
- Developed and launched a crowd-volunteering app with a gamified leaderboard, promoting volunteering and teaching through the distribution of social credits via mobile and web platforms.