

Rohan Lekhwani

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RonLek



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EDUCATION

Indian Institute of Information Technology, Pune
Class of 2021
BTech in Computer Science and Engineering
CGPA - 9.02

Relevant courses and work:

- Python Programming
- Machine Learning
- Game Theory
- Data Structures and Algorithms
- Machine Learning (Stanford University)
- Convolutional Neural Networks for Visual Recognition (Stanford University)

Army Public School, Kirkee, Pune
Class of 2016
Intermediate
Aggregate - 87.6%

Hutchings High School, Pune
Class of 2014
Matriculation
Aggregate - 95.17%

SKILLS

LANGUAGES: Python, Java, C/C++, HTML/CSS, Javascript.

FRAMEWORKS: Tensorflow, Scipy stack, OpenCV

DATABASE: SQL, MongoDB

SOFTWARE: Google Cloud, Anaconda, MATLAB, Android Studio, Git, AutoCAD.

HONOURS

Best Innovation Award in Computer Science, UILA 2020.
Top 1% in Missing Hackathon out of 2500 participants.
All India Rank 24 and city rank 1 in NEST - 1, 2017
All India Rank 5092 out of 1.3 million candidates in JEE 2017.

PUBLICATIONS

FastV2C-HandNet: Fast Voxel to Coordinate Hand Pose Estimation with 3D Convolutional Neural Networks
Rohan Lekhwani, Bhupendra Singh
To appear in Advances in Intelligent Systems and Computing, Springer

INTERNSHIPS

Defence Research and Development Organization (DRDO) **New Delhi, India**
Research Intern **Dec,18 - Jan, 19**
Built a deep learning model to predict landslides with an accuracy of 94% between Rishikesh(India) and Gangotri(India). The geospatial data was extracted using QGIS and gdal, cleaned and then fed to the network designed.

Centre for Development of Advanced Computing (C-DAC) **Pune, India**
Project Intern **Jul,18 - Aug, 18**
Worked under the Graphic and Intelligence Script Technology group to build a full-fledged NodeJs application with feedback mechanism to translate website contents from English to regional languages and vice versa. Used a MongoDB backend to store the results.

PROJECTS

Collision Avoidance in Non-Communicating Multi-Agent Systems
Remodeling collision avoidance algorithms using deep reinforcement learning in multi-agent systems to research an improvement over existing algorithms.

Style Transfer for Anime Colorization using GANs
Working on engineering a model to colorize anime sketches based on a style image using a Generative Adversarial Network (GAN) mechanism.

3D Hand Pose Estimation from Depth Images
Keras based model to predict 3D hand joint locations from 2D depth images using an encoder-decoder mechanism. The model uses a voxel-to-voxel based approach to predict a per-voxel likelihood heatmap for joints. Trained the model on Google Cloud using an NVIDIA Tesla P100 GPU. Mean 3D distance error - 8.42mm. This approach is based on the paper - V2V-PoseNet by Gyeongsik Moon et al.

IIIT Pune App
Used a Firebase backend to create an Android App for the Institute. Includes a novel way to issue books by scanning barcodes using camera intents. Other features include - live mess menu, bulletin board, an in-app discussion forum for students and notification support. The app registered more than 100 downloads within a day of its release. More than 100, 5-star reviews on Play Store. Current rating - 4.9.

B(V)ideo Player
Built an open-sourced video player in JavaFx that provides speed increase, skip and full-screen mode features. Supports videos of MP4 format. Code available on GitHub.

ACTIVITIES

Volunteer, Teach For India **2019**
Taught 10th graders English and Math. Coached students for National Cyber Olympiads.
Head, Codechef Campus Chapter **2017 - Present**
Started InfInTy - the first inter-college competitive coding competition of IIIT Pune. Held annually with more than 2000 submissions made over the globe every year.