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Rohan Lekhwani

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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.

HONORS

Best Innovation Award in Computer Science, UILA 2020.
Top 1% in Missing Hackathon out of 2500 participants.
All India Rank 27 and city rank 1 in NEST - 1, 2017
Ranked in the 0.39% 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 InfInITy - the first inter-college competitive coding competition of IIIT Pune. Held annually with more than 2000 submissions made over the globe every year.