rohanlekhwani

RonLek

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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)
- Conv. Netw. (CS231n) (Stanford University)
- Aerial Robotics (UPenn)

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++, Javascript, Ruby

FRAMEWORKS: Tensorflow, Scipy stack, OpenCV, Ruby on Rails

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*
Advances in Intelligent Systems and Computing, Springer (2020)

EXPERIENCE

Gojek — **Bangalore, India**
Product Intern — May, 20 - Present
Working as a part of the Kernel Platform Usability team to build infrastructure based products used by hundreds of engineers everyday within Gojek

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) from geospatial data.

Centre for Development of Advanced Computing (C-DAC) — **Pune, India**
Project Intern — Jul,18 - Aug, 18
Engineered a full-fledged MongoDB backed NodeJs application with feedback mechanism to translate website contents from English to regional languages and vice versa.

PROJECTS

AMICA
Started a research project to build an IoT based fitness application to monitor activities and make smart personalized suggestions to fitness routines from sensor data. This project is now being funded by DigioTouch France.

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

Automatic License Plate Recognition and Identification for Indian Vehicles
Engineered a framework to detect LPs of Indian vehicles, extract text using a SOTA OCR mechanism and automatically bypass the CAPTCHA of an Indian vehicle database to get intricate vehicle and owner information. The model was trained on more than 2500 images, most of them manually clicked.

3D Hand Pose Estimation from Depth Images
Trained a Keras based model on an NVIDIA Tesla P100 GPU 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.

IIIT Pune App
Programmed a Firebase backed Android App for the Institute that registered more than 100 downloads within a day of its release. More than 150, 5-star reviews on Play Store. Current rating - 5.0.

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 3000 submissions made over the globe every year.