

SARVESH SUHAS KARANDIKAR

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EDUCATION

Pursuing master's in Computer science

Expected Graduation Spring 2020

University of Southern California

Coursework: Analysis of Algorithms, Natural Language Processing, Artificial Intelligence, Database Systems, Machine Learning, Deep Learning

Bachelor of Technology in Computer Science

Graduated May 2018

SRM Institute of Science and Technology, India

Final CGPA: 9.42/10

Elective Coursework: Digital Image Processing, Neural Networks, Decision Support Systems, Fuzzy logic

TECHNICAL SKILLS

- **Programming Languages:** Proficient in C, C++, Java, MATLAB, Python | Intermediate in MATLAB (Neural Network and Image processing Toolbox), Android
- **Web Development Languages:** HTML, CSS, MySQL, PHP

PROJECTS

Multi Label classification of text summaries

Fall 2018

- Created dataset from scratch by extracting summaries obtained from live commentary of cricket matches
- Extracted useful features on semantic and syntactic analysis to create Inter Annotator agreement
- Applied Multilayer Perceptron Neural network to obtain an accuracy of 78%

Road extraction and detection from Satellite Images (MATLAB, R Studio)

Spring 2018

- Applied effective morphological operators and connected component analysis method for road pixel extraction.
- Conducted statistical analysis on data obtained after implementation to establish an accuracy of 83%

E-Commerce Website Project

Fall 2017

- Constructed an e-commerce gadget website to show different offers available on different product types such as cell-phones and other electronic gadgets deployed with HTML and CSS.

Optical Character Recognition (MATLAB, MS Paint)

Spring 2017

- Delivered a system to recognize all 26 alphabetical character inputs developed from MS Paint by segmentation of characters and comparing with character templates to detect input characters.

Secure Login Database (WampServer, Android Studio, Java)

Spring 2016

- Designed an android application for enabling a user to securely login into an application assisted by self made encryption and verification process.

GUI based Human v/s Computer Tic-tac-toe Game (Android Studio, Java)

Spring 2015

- Created an interactive interface for Tictactoe game with computer generated moves to counter user produced moves aiming for a draw/win situation for computer.

EXPERIENCE

Intern, Software Developer, Circle Link, Los Angeles

January 2019- August 2019

- Design and test NLP text identifiers to accurately capture data values for various key attributes from static, unsearchable scanned real estate loan documents on multi-million dollars of transactions involving portfolios of thousands of loan files.
- Design and test software in response to real enterprise customer requirements on live transactions.
- Build out algorithms and models to capture various datapoints from unstructured text data.

Intern, Software Developer, Larsen and Toubro Electrical and Automation, Mumbai

Summer 2016

- Coordinated with team of interns to produce 7 user interface panels along with backend scripts for dynamic linking between user interface and batch controller drivers for a site.
- Initialized and managed a relational database utilizing MySQL for information processing.
- Acquired international experience and exposure by working in a professional environment focused on improving efficiency and productivity of organization.

PAPER PUBLICATION

Title: An Extensive Survey of Image Segmentation Techniques

October 2017

- Presented at 6th International Conference on Emerging Trends in Engineering, Technology, Science and Management, held at Institution of Electronics and Telecommunications Engineers, Bengaluru
- Paper published in International Journal of Advance Research in Science and Engineering

INVOLVEMENT AND EXTRACURRICULAR ACTIVITIES

- Director of Technology Team, Association of Indian Students @ USC
- Executive Board Member, Association of Indian Students @ USC

August 2018-August 2019

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