

Samarpan Das

2nd Year Electronics and Communications Engineering

Student of Deep Learning and Android Development

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EDUCATION

Undergraduate (Electronics & Communication Engineering)

SRM Institute of Science and Technology

07/2019 - Present

9.3 CGPA

Graduation

- 2023

WORK EXPERIENCE

Software Engineer

Virtual Internship / JP Morgan Chase & Co.

05/2020

Achievements/Tasks

- Throughout the virtual experience, I got the chance to familiarise myself with JPMorgan Chase frameworks and apply my technical skills to a hypothetical request from the firm's trading floor to analyse and visualise data in a new way.

Technological Consulting Intern

Virtual Internship / Deloitte

04/2020

Achievements/Tasks

- Executed a thorough Cloud Feasibility Assessment and examined the Readiness of the cloud infrastructure.

Programmer

SRM Competitive Programming Club 🔗

08/2020 - Present

The first and only student run Competitive Programming Club of SRM Institute of Science and Technology, Kattankulathur.

Achievements/Tasks

- Help develop the knack of Competitive Programming, hence Problem Solving among fellow students of SRM irrespective of their department and year of study.

CERTIFICATES

Deep Learning Specialisation (07/2020 - Present) 🔗

Deep Learning.ai, Coursera

The Complete Android Developer Course
(09/2020 - Present) 🔗

Udemy

Intel OpenVINO for Computer Vision
(07/2020 - Present) 🔗

Intel Corporation, Coursera

Machine Learning (04/2020 - Present) 🔗

Stanford University, Coursera

SKILLS

Deep Learning

Application Development

C++

Kotlin

Java

Tensorflow

Python

C

Version Control

SQL

Matlab

Teamwork

PERSONAL PROJECTS

Face Recognition using One Shot Learning (09/2020) 🔗

- A Deep Learning System that uses *One Shot Learning* to recognise faces with using only one training image of a face.
- The system uses a *Siamese Neural Network* architecture using *Inception Neural Networks* (Version 2).
- A *Triplet Loss* function has been used to train the network, wherein an anchor images, a positive image and a negative image is used to train the model.
- *Transfer Learning* has been implemented for using pre trained weights in case of scenarios where training the huge neural net is not feasible.

Super Ramio (07/2020) 🔗

- Super Ramio is a mobile game that is developed to be played by tap from fingers.
- Super Ramio is light weight, easy to play and compatible with most Android phone.
- The *libGDX* game engine has been used to build the framework of this mobile video game.
- Improvement in *Version 2.0.0*: Audio has been added to the Super Ramio game which was not present in Version 1.0.0 or Version 1.1.0

Traffic Sign Alert (05/2020) 🔗

- Traffic Sign Alert is a Deep Learning project where Deep Neural Networks have been used to classify, recognise and label Traffic Signs.
- The final model has been tested to perform at 96% accuracy for 12K testing images.
- The neural network architecture used state of the art regularisation techniques.

ACHIEVEMENTS

3 Star Coder @CodeChef (09/2020 - Present) 🔗

5 Star Problem Solver @Hackerrank (09/2020 - Present)
🔗

LANGUAGES

English

Full Professional Proficiency

Hindi

Professional Working Proficiency

Bengali

Native or Bilingual Proficiency