SHREY N PANDIT

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EDUCATION

Birla Institute of Technology and Science B.E in Computer Science

August 2019 - Present

♀ Goa, India

CGPA = 8.27

Delhi Public School AISSCE (PCM)

June 2017 - May 2019

Navi Mumbai, India

Perctange= 93.4%

SKILLS

C++, Python, Java Tensorflow, PyTorch Matplotlib, Numpy, Pandas R, MySQL FastAl, Beautiful-Soup



TEACHING EXPERIENCE

Mentor - Deep Learning
Center for Technical Education

Aug 2020 - Present

P BITS - Goa, India

PUBLICATION

An Autoencoder based approach to simulate sports games.

A.Vaswani, R.Ganguly, H.Shah, S.R.S, *S.Pandit*, and S.Bothara. An Autoencoder based approach to simulate sports games.

₩ Jul 2020

♀ ECML-PKDD 2020

PROJECTS

Playground

 Contributor to a python library consisting of pipelines for visual analysis of different sports like Cricket, football and badminton using Computer Vision.

Anime Character Generator

• Trained a DC-GAN to generate random Anime characters.

Research paper implementation

 Implemented Ablation-CAM: Visual Explanations for Deep Convolutional Network paper.
 Ablation Cam was a proposed Alternative to the current SOTA model Gradcam

Brain-MRI Segmentation

 Implemented a Segmentation task using a Unet model on Brain MRI images.

One-Shot Classification

 Learning Omniglot dataset using the technique of One-Shot clssification and Siamese Network

Comparison of Various Optimizers

 Optimizers like Adam, RMSProp, SGD,AdaGrad, Momentum were defined from scratch and their performance was compared.

COURSES WORK

Academic

- Computer Programming
- Linear Algebra
- Calculus
- Probability Statistics

Online

- Tensorflow Developer
- DeepLearning Specialization
- CS 231n Stanford Computer Vision

EXTRA-CURRICULAR

Member

- Society of Artificial Intelligence and Deep Learning - BITS Goa
- Placement Unit BITS Goa