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Education

Birla Institute of Technology and Science

Goa. Indic

B.F. IN COMPUTER SCIENCE

Aug. 2019 - Present

- GPA 8.18/10
- Completed relavent courses like Object oriented programming, Data Structures and Algorithms, Database Management system, and Optimization

Work Experience ____

MIDAS Labs - IIIT Delhi

Delhi, India

RESEARCH INTERN

Jan. 2021 - Present

- Part of the group involved in research revolving around Deep Learning and Finance, worked with data set of text and audio format and designed
 a multi-modal architecture
- In-depth post training analysis was conducted thereafter that resulted in finding insights on model performance.

Publication

An Autoencoder Based Approach to Simulate Sports Games.

ECML-PKDD

Authors: Vaswani, Ashwin,Ganguly, Rijul, Shah, Het, S, Sharan Ranjit,**Pandit, Shrey**, and Bothara, Samruddh

2020

 The purpose of the paper was to propose a novel architecture that could be used to predict the result as well as individual stats for players and teams. The model predicted all matches played by teams in the Champions League 2020, and correctly predicted the winning team even before the matches were actually played.

Teaching Experience _____

Introduction to Machine Learning and Deep Learning

BITS-Goa

INSTRUCTOR

Jan. 2021 - Present

· Responsible for delivering lectures related to Machine learning and Deep learning to students of different semesters

Deep Learning BITS-Goa

• Responsible for taking lectures, creating code notebooks, creating and evaluating Quizzes for students of various semesters and college.

Concepts of Deep Learning

Online

AUTHOR

Present

www.conceptsofdeeplearning.tech - This is a technical website that I have written with an aim to create online learning content for students
who wants to learn Deep Learning, it starts from the basics of python all the way up to Computer vision. It also contains other materials like my
review to research papers in the filed of Deep Learning.

Projects

Stock Volatility predictor using MAEC Dataset

Natural Language Processing

[GітНив

Predicting the Stock volatility after its earning call. Dataset contains transcript of the speech given and audio file during the earning call meeting.
 Text Encoder (BERT) and Audio Encoder was used in the Model. Platform used: Tensorflow

Playground Computer Vision

[GітНив]

 Major contributor to a python library consisting of pipelines for visual analysis of different sports like badminton, football and cricket using Computer Vision and Deep Learning. Platform used- PyTorch

Anime Face Generator Computer Vision

[GІТНИВ]

• Trained a DC-GAN that was used to generate random Anime Character faces using a defined dataset. Platform used- PyTorch

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Ablation Cam Research paper implementation

Computer Vision

[GITHUB]

• Ablation cam is a paper proposed by the authors: S. Desai and H. G.Ramaswamy as an alternative and an improved version of the current SOTA gradcam.Platform used: Tensorflow

Stock Price Predictor Time Series

[GITHUB]

· Predicting the closing price of a stock using LSTM and Time-Series Techniques. Platform used:Tensorflow

Brain MRI Segmentation Computer Vision

[GITHUB]

· Performed a Segmentation task on kaggle dataset of images of Brain MRI. The model used was a U-net. Platform used: Tensorflow

Training a Siamese network for One-Shot Classification

Machine Learning

[GITHUB]

Purpose of code was to train a model on Omniglot dataset using Oneshot classifier and transfer learning on MNIST datset. Platform used:
 PyTorch

Skills

• Languages: Python, C++, JAVA, SQL, R

• Frameworks: PyTorch, TensorFlow, Keras, Scikit, FastAI

Tools: GIT, MySQL

Libraries: Matplotlib, Numpy, Pandas, BeautifulSoup
 Soft Skills: Leadership, Writing, Time Management

Course Work

- Academic: Data structures and Algorithms, Database Management Systems, Optimization, Computer Programming, Linear Algebra, Calculus, Probability Statistics, Logic in CS, Discrete Maths for CS, Object oriented programming
- **Online**: Tensorflow Specialization, Deep-Learning. Al specialization, CS231n Stanford Computer Vision, Data Science in Python and Visualization, R programming.

Committees

Society for Artificial Intelligence and Deep Learning

BITS-God

CORE MEMBER

• A core member of the AI group of BITS-Goa, whose main aim is to spread knowledge and learning related to Machine Learning to students. We as a group host various sessions, lectures and coding events in many domains of Deep Learning

Language Research Group

BITS-Goa

CORE MEMBER

• Core member in a group of students involved in research in Natural Language processing field. Regular brain-storming sessions are conducted where new concepts in this field are discussed and research papers are presented to remain up-to date with new developments

Student Mentor BITS-Goa

PMP MENTOR

Mentored newly admitted students on campus to get accustomed to campus environment and guided them in their academically throughout
their first year

Member of Placement Unit

BITS-Good

CORE MEMBER

• Contributed to the Placement unit of the campus by facilitating the placement process for over 1000+ students.

Extra-Curricular Activities

• Sports: Karate black belt - District level Medalist in Kumite, Swimming, Squash

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