Shrey Pandit

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Education

- **Birla Institute of Technology and Science - K.K Birla Goa Campus** — Aug 2019 - Present
  B.E - Computer Science; GPA: 8.18
- **Delhi Public School - Navi Mumbai** — May 2017 - May 2019
  Class 12: 93.4%

Projects

- **Stock Volatility predictor using MAEC Dataset** : 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 [Code]
- **Playground**: 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 [Code]
- **Anime Face Generator**: Trained a DC-GAN that was used to generate random Anime Character faces using a defined dataset. Platform used- PyTorch [Code]
- **Ablation Cam Research paper implementation**: 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 [Code]
- **Stock Price Predictor** : Predicting the closing price of a stock using LSTM and Time-Series Techniques. Platform used: Tensorflow [Code]
- **Brain MRI Segmentation**: Performed a Segmentation task on kaggle dataset of images of Brain MRI. The model used was a U-net. Platform used : Tensorflow [Code]
- **Training a Siamese network for One-Shot Classification**: Purpose of code was to train a model on Omniglot dataset using Oneshot classifier and transfer learning on MNIST datset. Platform used : PyTorch [Code]

Publications

- **Confrence Paper: An Autoencoder Based Approach to Simulate Sports Games**: Authors: Vaswani, Ashwin, Ganguly, Rijul, Shah, Het, S, Sharan Ranjit, **Pandit, Shrey**, and Bothara, Samruddhi
  The paper was submitted to 7th Workshop on Machine Learning and Data Mining for Sports Analytics at ECML-PKDD 2020. The purpose of the paper was to propose a novel architecture that could be used to predict the result as well as indivisual stats for players and teams.

Teaching Experience

- **Instructor : Introduction to Machine Learning and Deep Learning**: I am responsible for delivering lectures related to Machine learning and Deep learning to students of different semesters (Jan 2021 - Present)
- **Mentor : Deep Learning**: I was responsible for taking lectures, creating code notebooks, creating and evaluating Quizzes for students of various semesters and colleges (Sep 2020 - Dec 2020)

Volunteer Experience

- **Society for Artificial Intelligence and Deep Learning** — BITS Goa
  Part of a group of motivated students in the field of Machine learning and Deep Learning — *Oct 2020 - Present*
- **Student Mentor** — PMP- BITS Goa
  Guided newly inducted students to get accustomed to campus environment — *Nov 2020 - Present*
- **Member of Placement Unit** — BITS Goa
  Contributed by facilitating the placement process for over 1000 students. — *Nov 2019 - Present*

Skills Summary

- **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**: Computer Programming, Linear Algebra, Calculus, Probability Statistics, Logic in CS, Discreate Maths for CS, Obeject oriented programming
- **Online**: Tensorflow Specialization, DeepLearning.AI specialization, CS231n Stanford Computer Vision, Data Science in Python and Visualization, R programming.

Extra-Curricular Activities

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