

Pursuing a **Minor** degree in **Artificial Intelligence** and **Data Science** from **C-MInDS, IIT Bombay**

## SCHOLASTIC ACHIEVEMENTS

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- Achieved **99.81 Percentile** in **JEE-Main** out of over 1 million candidates (2021)
- Secured **All India Rank 1207** in **JEE-Advanced** out of over 0.14 million candidates (2021)
- Secured **AP(Advanced Performer)** grade for excellent performance in **PH 108-Basics of Electricity & Magnetism**, awarded to 27 out of over 1300 students taking the course (2022)
- One of the **17 out of 1400+** students to secure a **Change of Branch** to the department of **Computer Science and Engineering** owing to excellent academic performance in first year at IIT Bombay (2022)
- Secured **All India Rank 275** in the prestigious **KVPY (Kishore Vaigyanik Protsahan Yojna)** SX and awarded fellowship by the Department of Sciences, **Indian Institute of Science(IISC) Bangalore** (2021)

## WORK EXPERIENCE

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### Applied AI Researcher at Brance Technologies

(Summer 2023)

- Developed and implemented performant chatbot systems using **vector embeddings** for data retrieval and **Large Language Models** for question-answering, resulting in significantly improved user experience and engagement.
- Utilized **Haystack** framework and **FAISS** to efficiently index and store proprietary data, leveraging **vectorDBs** to store the embeddings. Utilized **Hugging Face models** to form the entire **retrieval pipeline**, including **document reranking**, resulting in improved relevance and accuracy of the retrieved information for chatbot responses.
- Implemented **multiple layers**, including query expansion, intent classifier, and validator to **mitigate hallucination** and improve the responses of the chatbot. Stored conversation history using **SQLite** for maintaining session state.
- Implemented **Locality-Sensitive Hashing (LSH)** to create a highly **performant caching system** to cache user queries that utilizes **semantic search**, optimizing the speed, accuracy, and efficiency of data retrieval for chatbot.
- Leveraged **Nginx** and **FastAPI** on an **AWS EC2** instance to ensure seamless communication, and reduced latency for the chatbot system. Utilized **async calls** and FastAPI's scalability for smooth data retrieval and processing.

## KEY PROJECTS

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### Stable Diffusion from Scratch

(Summer 2023)

*Self Project*

- Used **Pygame** and **OpenAI's Gym** to train a lunar lander game **Deep Q-Learning with Experience Replay**. Used the **Sequential API** of the Keras library to define the **Q-network** and the **target Q-network**
- Used **Tensorflow Core** to define a **custom loss function** and a **custom training loop** using **GradientTape** to train the model. Used **epsilon greedy policy** to select the action with some amount of random decisions
- Utilized a **deque** for storing the experience buffer and used **experience replay** and **soft update** of the Q targets to stabilize the learning process and improve the model's convergence towards an optimal solution
- **Tuned and optimized model hyperparameters**, including learning rate, batch size, and number of episodes, epsilon, gamma, number of timesteps to achieve the best results and solved the environment within 500 episodes

### Discrete Event Simulator for Bitcoin Network

(Summer 2023)

*Self Project*

- Used **Pygame** and **OpenAI's Gym** to train a lunar lander game **Deep Q-Learning with Experience Replay**. Used the **Sequential API** of the Keras library to define the **Q-network** and the **target Q-network**
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## FastChat

Guide: Prof. Kavi Arya | Ongoing Course Project : Software Systems Lab

(Autumn 2022)

IIT Bombay

- Developing a messaging software with **end-to-end encryption** by using **RSA+AES** to encode the messages and both **group chat** and **individual chat** support using **python socket library** and **PostgreSQL** database
- Implementing a **load balancer** with **least connect strategy** using **bash** to distribute load among multiple servers. Focusing on obtaining **high throughput** while using only **limited resources** dedicated for the servers
- Used **bash** scripts to simulate common messaging patterns and calculate **throughput** and **latency** of the system

## KYC-Website

Self Project

(Summer 2023)

- Used **Pygame** and **OpenAI's Gym** to train a lunar lander game **Deep Q-Learning with Experience Replay**. Used the **Sequential API** of the Keras library to define the **Q-network** and the **target Q-network**
- Used **Tensorflow Core** to define a **custom loss function** and a **custom training loop** using **GradientTape** to train the model. Used **epsilon greedy policy** to select the action with some amount of random decisions
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## Deep Learning

Self Project

(Autumn 2022)

- Made a **convolutional neural network** to classify images of handwritten digits using **MNIST** dataset and also made a **GUI** to draw digits using **python Tkinter** and classify them using the model. Made three different models using **TensorFlow Core**, **Keras Functional API** and **PyTorch** and compared their performance
- Made many different types of **CNNs** to classify various types of data such as **Traffic signs recognition**, **Crack detection**, **Smile detection**, **Hand sign recognition** using **PyTorch** and **Keras Sequential API**
- Successfully implemented **transfer learning** to train a **pretrained MobileNetV2** to classify images of **alpacs** and used **data augmentation** like random rotation and flipping resulting in a highly accurate model
- Implemented **ResNet50's architecture** from scratch using **Keras Functional API** and trained it on a hand sign dataset to classify images of 6 different classes. Compared its performance to a **pretrained ResNet50 model**

## OTHER PROJECTS

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### Machine Learning

Self Project

(Autumn 2022)

- Experience in machine learning frameworks such as **scikit-learn**, **XGBoost**, **PyTorch**, **TensorFlow**, and **Keras**.
- Using Python packages such as **numpy**, **pandas**, **matplotlib** and **seaborn** for data manipulation and analysis. Learnt about **feature engineering** and feature selection techniques to improve the performance of the models
- Learnt about the various machine learning algorithms such as **linear and logistic regressions**, **clustering using K-means**, **K-nearest neighbors** and **decision trees** and implemented them from scratch using **numpy** and **pandas**
- Proficiency in using **cross-validation** and **hyperparameter tuning** to optimize machine learning models
- Used **scikit-learn** and **XGBClassifier** and **XGBRegressor** to implement various types of classifiers and regressors to predict and classify various types of data such as **classifying flower species** and **predicting house prices**

### Rail Planner

Guide: Prof. Supratik Chakraborty | Course Project : Data Structures and Algorithms Lab

(Autumn 2022)

IIT Bombay

- Designed a simplified version of a railway planner using various data structures and analyzed the space & time complexity and the efficiency to demonstrate the **properties of different data structures in C++**
- Stored trains as a dictionary using **Hash Tables** and devised algorithms for fastest possible journeys
- Used **BSTs** and then **AVL trees** for quick searching using the journey codes and used **Tries** to implement the autocomplete feature while searching for station names and added a feature to accept reviews for journeys
- Used **Quicksort** to order trains by day and time, implemented the **KMP-string matching algorithm** for allowing review searches by using keywords and implemented **Heaps** to allow filtering the reviews by their rating

### SAT Solver

Guide: Prof. Parag Chaudhuri | Course Project : Computer Programming and Utilization

Autumn 2021

IIT Bombay

- Developed a video game using the **simplecpp graphics library** and object oriented programming in **C++** with a physics simulation to model the motion of bubbles along with features such as timers, health bars, levels and scores

### Bubble Trouble

Guide: Prof. Parag Chaudhuri | Course Project : Computer Programming and Utilization

Autumn 2021

IIT Bombay

- Developed a video game using the **simplecpp graphics library** and object oriented programming in **C++** with a physics simulation to model the motion of bubbles along with features such as timers, health bars, levels and scores

## TECHNICAL SKILLS

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<b>Programming</b>	C/C++, Python, Bash, Solidity, Java, JavaScript, VHDL, Sed, Awk
<b>Data Science</b>	Tensorflow, Pytorch, Keras, Trax, Scikit-learn, OpenCV, NumPy, Pandas, Matplotlib
<b>Software &amp; Tools</b>	MATLAB, Git, L <sup>A</sup> T <sub>E</sub> X, Docker, Wireshark, Z3, Doxygen, Sphinx, Nginx, FastAPI
<b>Web Development</b>	HTML5, CSS, JavaScript, Bootstrap, jQuery NodeJS, ExpressJS, SQL, MongoDB

## KEY COURSES UNDERTAKEN

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<b>Mathematics</b>	Calculus, Linear Algebra, Discrete Structures, Differential Equations, Optimization Models, Logic for Computer Science, Game Theory and Decision Analysis
<b>Computer Science</b>	Data Structures and Algorithms <sup>#</sup> , Data Analysis and Interpretation, Software Systems Lab, Computer Networks <sup>#</sup> , Digital Logic Design <sup>#</sup> , Design and Analysis of Algorithms, Introduction to Blockchains Cryptocurrencies and Smart Contracts, Computer Vision

(<sup>#</sup> Theory + Lab)

## EXTRACURRICULAR

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- Mentored two groups of students during the **SoC (Summer of Code)** program conducted by **WNCC, IITB** guiding them through deep learning projects and assisting in the implementation of cutting-edge research papers. (2023)
- Successfully completed one year under **National Sports Organization(NSO)** in **Chess** at IIT Bombay (2022)
- Pitched a **Business Model Canvas** for a startup in the health sector which entailed making online ambulance bookings, for the EnB Buzz competition conducted by the **Entrepreneurship cell of IIT Bombay** (2021)
- Worked in a team of 4 to make an ESP32 **WiFi-controlled** bot for XLR8 conducted by **ERC, IITB** (2022)