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

SCHOLASTIC ACHIEVEMENTS.

• 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 _

Applied AI Researcher at Brance Technologies

(Summer 2023)

- 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

KEY PROJECTS

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, epilon, gamma, number of timesteps to achieve the best results and solved the environment within 500 episodes

Discrete Event Simulator for Bitcoin Network $Self\ Project$

 $(Summer\ 2023)$

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FastChat (Autumn 2022)

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

IIT Bombay

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• Used bash scripts to simulate common messaging patterns and calculate throughput and latency of the system

KYC-Website (Summer 2023)

Self Project

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- 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 (Autumn 2022)

Self Project

- 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 recogninition, Crack detection, Smile detection, Hand sign recogninition using PyTorch and Keras Sequential API
- Successfully implemented **transfer learning** to train a **pretrained MobileNetV2** to classify images of **alpacas** 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

Machine Learning (Autumn 2022)

 $Self\ Project$

- 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 XGBClassifer 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 (Autumn 2022)

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

IIT Bombay

- Designed a simplified vesrion 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 journies
- Used **BSTs** and then **AVL** trees for quick searching using the journey codes and used **Tries** to implement the autocompletion feature while searching for station names and added a feature to accept reviews for journies
- 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

ullet Developed a video game using the **simplecpp graphics library** and object oriented programming in ${f C}++$ 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

Programming	C/C++, Python, Bash, Solidity, Java, JavaScript, VHDL, Sed, Awk
Data Science	Tensorflow, Pytorch, Keras, Trax, Scikit-learn, OpenCV, NumPy, Pandas, Matplotlib
Software & Tools	MATLAB, Git, LATEX, Docker, Wireshark, Z3, Doxygen, Sphinx, Ngingx, FastAPI
Web Development	HTML5, CSS, JavaScript, BootStrap, jQuery NodeJS, ExpressJS, SQL, MongoDB

KEY COURSES UNDERTAKEN

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

(# Theory + Lab)

Extracurricular _____

- 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)
- Mentored ... (SoC)