# Aniket Dwivedi

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## Education

- **Madan Mohan Malaviya University of Technology** — Gorakhpur, India
  *Bachelor of Technology - Information Technology; GPA: 8.12* — *July 2020 - June 2024*
  ***Courses:*** *Operating Systems, Data Structures, Analysis Of Algorithms, Artificial Intelligence, Machine Learning, Networking, Databases*
- **Little Flower House** — Varanasi, India
  *Intermediate; Percentage: 86%* — *2018*

## Skills Summary

- **Languages:** Python, C, C++, HTML5, CSS3, JavaScript, SQL, Kotlin
- **Frameworks:** Django, Scrum, LAMP, Bootstrap
- **Tools:** Jupyter Notebook, Docker, Postman, MySQL, Github, Google Earth Engine
- **Libraries:** TensorFlow, scikit-learn, ReactJS, React Three Fiber, OpenCV, NumPy, Pandas, Pygame
- **Data Science:** Machine Learning, Deep Learning, Neural Networks, Supervised/Unsupervised Learning, Computer Vision, Natural Language Processing, Web Scraping

## Experience

- **Fyllo** — Remote
  *Machine Learning Engineer Intern* — *October 2023 - February 2024*
  - **Remote Sensing:** Successfully developed and implemented a machine learning model using Google Earth Engine, specializing in boundary detection and **crop classification**. Secured investment from 2 new investors, significantly contributing to the company's growth.
  - Developed and implemented 5 new APIs using **Flask** to enhance data accessibility and streamline project workflows.
  - **Enhanced ML model:** Improved the recall value of the machine learning model for predicting leaf wetness from 0.87 to 0.93, aiding farmers in optimizing agricultural practices.

## Projects

- **AniGAN** | *TensorFlow, Keras, Matplotlib*
  - Developed a **Generative Adversarial Network** (GAN) using TensorFlow to proficiently generate high-quality anime faces.
  - Trained the model with approximately **4.5 million** parameters on a dataset of **63k** anime faces, achieving competent results in generating anime-style artwork.
  - Designed to aid artists with generating fresh artistic concepts and facilitate the creation of custom merchandise.
- **Face Detection** | *TensorFlow, Keras, OpenCV, Albumentations*
  - Developed a face detection system using TensorFlow and various other deep-learning techniques from scratch.
  - Implemented two core tasks: **classification** to detect faces and **localization** to determine bounding box coordinates.
  - Designed for performing **real-time** face detection.
  - Achieved high classification accuracy and precise bounding box localization.
- **Yuusha** | *Python, Pygame*
  - Developed a 2D RPG game with pixelated graphics using Python, incorporating comprehensive game mechanics and dynamic interactions.
  - Created **enemy AI** with basic pathfinding, **dynamic behavior** based on player interactions, and health-based fleeing mechanisms.
  - Implemented a **modular architecture** and developed **custom utility functions** for game components using object-oriented programming principles, enhancing scalability, code reuse, efficiency, and readability.
  - Achieved over **50 downloads** on itch.io, demonstrating project engagement and user interest.

## Courses and Certificates

- **Neural Networks and Deep Learning -** coursera.org/share/1f036a2c9a53dcb1fa08635960637ab1
- **Convolutional Neural Networks -** coursera.org/share/3cff082787baf5d2c4be29f5d218e1b0
- **Improving Deep Neural Networks: Hyperparameter Tuning, Regularization and Optimization -** coursera.org/share/aa84cb22bf5c6cdf3f84bb36d43029f8
- **Python Certificate -** www.hackerrank.com/certificates/d06063e32b9e

## Others

- **300**+ questions on LeetCode
- 5 star in Python, C++, C on HackerRank