

Sidhant yadav

Enthusiastic and creative individual with a robust background in Data structures, Machine Learning, and Data Visualisation. Demonstrated proficiency in Python, C++, SQL, and Data Manipulation. Proven experience in writing production-level code within collaborative teams, showcasing a commitment to delivering high-quality results.



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Lucknow, India



28 February, 2001



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github.com/Sidhant1201

SKILLS

C++

Python

Flask

Streamlit

Machine learning

Deep learning

Data structures

SQL

Git

Data visualisation

LANGUAGES

English

Full Professional Proficiency

Hindi

Full Professional Proficiency

INTERESTS

Kabbadi

Cricket

Interest

EDUCATION

Bachelor of Technology

Lovely professional university

10/2020 - Present

Jalandhar, India

Computer science

CGPA: 7.90

Senior Secondary

Sacred Heart School

03/2016 - 05/2018

Lucknow, India

PCM

Percentage: 93.00%

WORK EXPERIENCE

Junior Data Scientist

Blenheim chalcot

06/2023 - Present

Mumbai, India

Achievements/Tasks

- Developed chatbots leveraging RAG and vector database to enhance conversational capabilities.
- Implemented ChatGPT for task-specific chatbots, streamlining processes and enhancing overall operational efficiency.
- Conducted comprehensive research on diverse vector databases, evaluating their strengths and weaknesses. Successfully translated findings into practical implementations to inform strategic decision-making.

PERSONAL PROJECTS

Image caption generation (04/2023 - 05/2023)

- Generate relative captions for given image using deep neural techniques.
- It is a combination of Convolutional Neural Networks (CNN) and Recurrent Neural Networks (RNN).
- Built model has variety of uses ranging from image description, content indexing and retrieval and education etc.

Image classification (03/2023 - 04/2023)

- Neural Network model that will be able to predict digits from hand-written images with a high degree of accuracy.
- Makes use of Python, Machine learning, TensorFlow, Keras.
- Built model can be used in collaboration with optical character recognition for practical uses in real world such as banks.

Roll the ball (01/2023 - 02/2023)

- A 3d platform puzzle game, where player must find exit in given time and limited health while scoring points.
- Made using unity game engine, oops, effective planning.
- Practical application of OOPS concepts, efficient use of unity engine, planning and structuring a game.