

MANIT GARG

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EDUCATION

The Pennsylvania State University, University Park, PA

Aug 2023 – May 2026

Bachelor of Science in Computer Science, GPA 3.4/4.0

Relevant Coursework: Object Oriented Programming, Artificial Intelligence, Algorithms, Data Structures, Discrete Mathematics.

TECHNICAL SKILLS

- Proficient in Python, Java; Familiar with C, C++, and SQL; Exposed to Javascript
- Interests: Deep Learning, Robotics, Computer Vision, Natural Language Processing, Game Development, AI/ML Research

EXPERIENCE

Robo X, University Park, PA

Aug 2023 – Present

CV Team

- Part Of the Computer Vision Team of Robo X

Nittany AI, University Park, PA

Aug 2023 – Present

- understanding key ML concepts such as neural networks, regression, and classification
- preparing data and training/evaluating AI models with PyTorch
- leveraging pre-trained models to create innovative solutions

PROJECTS

- Created a Spotify playlist from the hashtags used by a given twitter account. Uses Flask, Mako templating, and Requests, along with the Spotify and Twitter APIs
- **Eye-Ballers** – Harnessing the power of Style GAN3, we bridge the gap between tech and creativity, pushing the boundaries of digital design to detect if a person is suffering from glaucoma or not using an image of the eye.

CAMPUS INVOLVEMENT

Penn State Campus Recreation, University Park, PA

May 2024 – Present

E-Sports Attendant

- Diagnosed and resolved hardware/software issues across gaming consoles.
- Managed inventory of PC components, consoles, and peripherals.

The Pennsylvania State University, University Park, PA

Feb 2024 – March 2024

Retail Dining Worker

- Serving food and beverages at various food service locations
- Preparing and restocking in food areas
- Working as cashier in markets and retail food areas
- Work in EDGE Coffee Bars, including preparation of beverage and bakery food items