# Vishal Singhania

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### **FDUCATION**

### MANIPAL UNIVERSITY JAIPUR

Faculty of Engineering **BTECH IN COMPUTER &** COMMUNICATION ENGINEERING MINOR IN DATA SCIENCE

July 2024 | Jaipur, Rajasthan Cum. GPA: 8.87 / 10.0 (till 6th Sem)

# SKILLS

### **PROGRAMMING & SCRIPTING**

C • C++ • Python • Bash • SQL R • MATLAB • Java

### **TOOLS & FRAMEWORKS**

**Backend Development:** 

Git • Linux • Flask • FastAPI Docker • PostgreSQL • MongoDB

Data Science & Machine Learning: SciPy • Pandas • NumPy • NLTK Matplotlib • scikit-learn • TensorFlow

## COURSEWORK

### UNDERGRADUATE

Design & Analysis of Algorithms Data Structures & Algorithms Object Oriented Programming Operating Systems Database Systems Computer Networks Data Mining & Warehousing Artificial Intelligence & Deep Learning\* Big Data Analytics\* Information Retrieval\* Blockchain Technologies\* Probability & Statistics Discrete Mathematics (\*to be completed by Dec 2023)

### **OPENCOURSEWARE**

Graph Algorithms by UCSD CCNAv7: Intro to Networks by Cisco Programming in Python by Python Institute C++ Specialization by UIUC

# LINKS

### COMPETETIVE PROGRAMMING

CodeChef/big v • Codeforces/BigV Topcoder/BigV\_ • AtCoder/BigV

### **PROFILES**

Github/SinghaniaV • Leetcode/bigV\_ Kaggle/bigvish • LinkedIn/singhaniav

### **PROJECTS**

# WATSON X 💭

### NATURAL LANGUAGE PROCESSING + INFORMATION RETRIEVAL

### NLTK | Python

- Built a question answering system similar to **IBM Watson**. It operates on a corpus of text documents and aims to find the most relevant documents and passages to a given query.
- For document retrieval, the system uses tf-idf (term frequency-inverse document frequency) to rank them based on the frequency of query terms and their overall importance in the corpus.
- Passage retrieval is performed by subdividing the top document(s) into sentences. In scoring the passages, the system employs a combination of inverse document frequency and a query term density measure.

# NIM STRATEGIST 😱

### REINFORCEMENT LEARNING

### Python

- Nim is a game where players take turns removing objects from piles, and the player who removes the last object loses.
- Developed an AI that gradually learns the optimal actions to take in different game states through reinforcement learning, specifically using Q-learning.
- The Q-learning formula is used to update the Q-value for each (state, action) pair using the learning rate (alpha), which determines the weight given to new information, and the estimation of the current and future rewards.

### SHOP SENSE (7) scikit-learn | Python

#### CLASSIFICATION + MACHINE LEARNING

- Built a **nearest-neighbor** classifier to determine whether the visitor is likely to make a purchase on an online shopping website or not. The model was based on this paper - Real-time prediction of online shoppers' purchasing intention using multilayer perceptron and LSTM recurrent neural networks.
- To evaluate the accuracy of the classifier, two metrics were used: **sensitivity** (true positive rate) and **specificity** (true negative rate).
- By using the model, one can predict a user's purchasing intent and make informed decisions, such as displaying different content or offering discounts.

# NAND 2 TETRIS (7)

# OPERATING SYSTEMS + COMPILERS + ARCHITECTURE

# HDL | Assembly | C

- Following the guidelines at Nand2Tetris, implemented a fully functional computer from scratch (software hierarchy + hardware platform).
- The hardware platform involves implementing the **elementary logic gates** using an HDL. Then, a CPU, and a RAM chip from combinational & sequential logic.
- The software hierarchy involves implementing a high-level language, a **compiler**, a **Virtual Machine translator** to translate the compiled code to machine language, then an **assembler** to translate it to binary, and finally, a basic operating system that closes gaps between the high-level language and the underlying hardware platform.

# **ACHIEVEMENTS**

2023 3 star (Div. 2) Peak rating of 1630 on CodeChef 2023 India Rank of 4944 Google's Code Jam Round A 2023 Global Rank of 293 CodeChef Starters 75 Codeathon organized by IIT BBS 2022 Global Rank of 946

Qualified Round 1 ACM Semi Code (an Institute level Codeathon) 2022 Contributor 2023 Kaggle (a data science competition platform)