# Smit Deshmukh

#### Education

Pune Institute of Computer Technology

2022-26

BE in Information Technology(IT)

o CGPA: 8.94/10

SNBP International School, Pune

2022

12th CBSE

 $\circ$  Percentage : 91.4 %

SNBP International School, Pune

2020

 $10th\ CBSE$ 

 $\circ$  Percentage : 91 %

## **Projects**

#### Emotion-Driven Hybrid Music Recommendation System



- Designed a hybrid music recommendation system combining collaborative filtering (SVD) and contentbased filtering using song attributes like tempo, valence, and energy.
- Integrated Spotify API to retrieve user listening history, enabling personalized playlist generation based on both implicit data (listening habits) and emotion detection.

# Legal Chatbot ○ ☑

- Developed using Lang Chain and Django, this chatbot specializes in answering legal queries.
- Using OpenAI's language model and RAG methodology to understand and respond to user input.
- Provides legal information on various topics, including contracts, intellectual property, and employment law.

#### TouchlessScreen

- Developed an innovative Human-Computer Interaction system that replaces traditional mouse and keyboard inputs with camera-based hand gestures, enabling intuitive screen navigation and control.
- Implemented gesture recognition features that allows users to draw, annotate, write, and set custom shortcuts, transforming any display into an interactive smart screen.
- Enhanced user experience by incorporating gesture shortcuts, providing a dynamic, hands-free alternative to traditional input devices.

#### **Technologies**

Languages: Java, C++, Python, Lua, C#,MySQL

Technologies: Django, Scikit-learn, Tensorflow, Opency, Love 2D, Unity, Godot, Blender.

### Certification

Machine Learning Specialization-DeepLearning.AI & Stanford University

OpenCV Bootcamp-OpenCV university

#### Extracurricular

### PixelVerse,COEP

Winner 2nd prize

Developed a single player game using Unity in 24Hrs

# ${\bf Game Dev Utopia, Pict}$

Member

Developed games using various frameworks and game engines. Conducted workshops on game development to teach students the basics of coding and design. Planned and executed various workshops and guest lectures