VEDANT RAJESH PANDEY

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EDUCATIONAL QUALIFICATIONS

B.E. in Electronics and Telecommunication, Ramrao Adik Institute of Technology, Navi Mumbai | 8.4 CGPA   Jul 2019 - Jun 2023
Pre University Course :

**ISC, Hiranandani Foundation School, Thane	84%**	**May 2019**
ICSE, Hiranandani Foundation School, Thane| 91.70%	**Jun 2017**

SKILLS

- Programming Languages known: Python, Java, C, C#, SQL
- Web Technologies: HTML, CSS, PHP, JavaScript, ReactJS, Angular, NextJS, NodeJS, ExpressJS, Flask
- App Development: Android Studio
- Game Development: Unity3D
- Database: MySQL, MongoDB
- Applications: Github, Google Cloud, ROS
- Functional: Requirement Gathering, DevOps and Agile Methodology
- Collaborative team member with excellent communication skills and proficient in Research. Experienced as a Team Leader too.

EXPERIENCE

Automation and AI Intern at **Adaptive AI Ventures**   *Jan 2024*
- Working as an Intern at Adaptive AI Ventures and contributing to the **AI Research and Development** for the products and services.
- Made **automations for creating datasets** using web scraping. These datasets can be used to finetune LLM.

Summer Intern at **RAIT SDG**   *Mar 2022*
- Contributed in the "**Bonafide Generation Project**" using **HTML**, **CSS**, **PHP**, **JavaScript** and **SQL**.
- Integrated the official database of the University for **authentication of data** and improved UI, along with enabling **complete online certificate generation**.

WebMaster at **RAIT-ACM Student Chapter**   2021-2022
- Lead a team to build the website for RAIT-ACM using **HTML, CSS, PHP and SQL.**
- The website has features like **login for members**, **online membership cards**, **certificate distribution system**.

PROJECTS

AI PDF Reader: *Feb 2024*
- Developed a website using Python and streamlit which allows you to upload PDF files, and then you can ask **questions that will be answered from the PDF using AI**.
- **Data Embedding** is done to **train the Large Language Model**, which then searches the answers using **Vector Similarity Search** AI PDF Reader

Automation Script for creating datasets from PDF: *Jan 2024*
- Developed a Python Script that can be used to **parse a PDF** and **automatically generate datasets** from the PDF.
- These datasets can be **used in the Fine Tuning of a Large Language Model**.

Developed a Wikibot for Telegram using NodeJS :   *Jul 2023*
- **Built a Telegram Bot** that transfers all the **queries to the NodeJS** script running on the server with the help of **webhooks**. The script in turn makes API calls and returns a Wikipedia page relevant to the search query. WikiBot Link

2D Mapping Bot: *2021-2022*
- Developed a 2D Mapping Bot that can be used to map an indoor environment with the help of an Ultrasonic Sensor mounted on a rotating shaft.
- The readings by the Ultrasinic Sensor are sent wirelessly to the central computer, where they are compiled and plotted using MATLAB.

Prediction Model for the Compressive Strength of Green Concrete: *Dec 2021*
- Developed a python program to predict the compressive strength of green concrete with **accuracy upto 90%**.
- Used **Machine Learning algorithm** known as **Random Forest**.

Round Belt Mechanism Snake Bot for Rubble Rescue: *2020-2021*
- Worked on the **sensors and their integration** on the Snake Bot, which was built as an effort to rescue victims stuck inside rubble during an Earthquake or Landslide
- Sensors included the **Microwave Sensor, CO2 sensor and PIR sensor**, which were then integrated using ROS.
- **Reached the Pre-Finals** of the EYantra Competition conducted by **IIT-B**.

CoronaX (Unity3D Game):   *Aug 2020*
- Lead a team which **built a 3D First Person shooting game**, using Unity Platform (C# programming language). This game was developed as a part of Summer Internship Programme.
- **Won the first position** in the Hackathon help at the end of the Summer Internship program.

FREELANCE WORK AND VOLUNTEERING

Break-a-Brick (2D Game) :
- A 2D game made purely using Java using java Swing API. Game involves user controlling pad to prevent ball from going out of the screen, with the goal of hitting all the bricks and breaking them. It is a platform independent game, and can run on any environment

Invited as a speaker to teach Game Development:
- Conducted a webinar for ACM Student Chapter (RAIT) where students were taught the basics of Game Development and given an hands on experience on building a game in Java. This webinar was attended by 200+ participants.

Organized a workshop for the under-privileged under the HOUR OF CODE program:
- Conducted a workshop where under-privileged students were taught about the basics of computers and the advantages of technology. This was done under the HOUR OF CODE program, which is an ACM program to help the society.