

ANIKET ANIL WAGDE

PHD IN COMPUTER SCIENCE, UIC 2027

ANIKETWAGDE.COM

awagde2@uic.edu 

+1 872-218-4667 

www.linkedin.com/in/aniket-wagde/ 

<https://github.com/Swagget> 

SUMMARY

Experienced Machine Learning and Deep Learning engineer. Built codebases for many ventures from scratch for various startups. Excellent at receiving and incorporating feedback.

Research interests are Multi-agent Learning, Reinforcement Learning, and Game Theory.

RESEARCH EXPERIENCE

Efficient Algorithms for Combinatorial-Bandits with Monotonicity

University of Illinois, Chicago

FEB 2024 – AUG 2024

Created a technique that reduces the problem of Combinatorial Bandits to Bandits with pairwise preferences. Adapted an algorithm that solves Bandits with pairwise preferences to solve Combinatorial Bandits with few assumptions and a low sample complexity.

A Deep Reinforcement Learning Technique for bug detection in video games

Manipal University Jaipur

JUN 2018 – FEB 2022

Created and trained an agent to play a game, then inserted bugs into the game and identified bugs by monitoring the agent's uncertainty. The research paper is published with the international Journal of Information technology.

Work Experience

Data Science Intern at Dell Technologies, Austin, USA

MAY 2023 – AUG 2023

- Used ChatGPT API to streamline the customer support pipeline. As tickets are escalated, senior support only reads a summary instead of the full conversation.

Data Science Intern at Dell Technologies, Austin, USA

MAY 2022 – AUG 2022

- Improved the virtual support agent and the knowledge base search functionality on Dell.com to improve user experience and push relevant search results.
- Implemented state of the art NLP techniques using tensorflow to create a real-time search system using embeddings rather than classic information retrieval.

Deep Learning Engineer at Sensight Labs, Bangalore, India

NOV 2019 – MAR 2021

- Created an intelligent shopping cart to make checkout obsolete. Developed software to identify grocery products through weights and cameras, even with occluded barcodes.
- Created web scrapers and architecture to run mass scraping in parallel on AWS servers and consolidate live data. Trained and led three interns.
- Created NLP-based data analysis, enabling business users to do in-depth analysis without programming or technical abilities.

Machine Learning Engineer at IceCream Labs, Bangalore, India

AUG 2019 – NOV 2019

- Created a model that can identify brands of products from only the front image with support for zero-shot learning, an accuracy of 97% on 250 brands, and no training requirement.

EDUCATION

The University of Illinois at Chicago

2021 – 2027

GRE 331/340

GPA

Doctorate in Computer Science

(expected)

(Verbal: 164,

3.87/4.0

Manipal University Jaipur

Quantitative: 167)

CGPA

Bachelor of Technology in Computer Science and Engineering

2015 - 2019

8.00/10