Tejal V Shetty

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Education

Masters in Computer Science at the University of Southern California **Jan 2024 - Present**

Currently pursuing. CGPA at present: 4.0/4.0

B.Tech in Mechatronics at Manipal Institute of Technology, Manipal - 576104 **Jul 2019 - Aug 2023**

Pursued with AICTE Merit-based scholarship. CGPA - 9.46/10. Minor specialization - Digital Marketing

Electives: Augmented & Virtual Reality, Machine Vision and Image Processing, CG and animation, among others

Skills

Programming languages and typescripts

C++, Python, C#, Java, HTML, CSS, Markdown, Arduino C++(with the associated circuit setup)

Software

6 years' experience in Blender 3D, Beginner level experience in Unreal Engine and Fusion 360

2 years' experience in Unity and associated script coding in C#, and DaVinci Resolve Video editor

Experience

Internships and projects

Datawrkz (Internship) **Jan - Jul 2023**

- Assisted in the analysis and optimization of marketing metrics to improve performance of campaigns run on social media and programmatic channels. Developed a Python based dashboard to view and analyze the consolidated data from multiple platforms, and machine learning to optimize parameters and data limits.

Voxela (Internship) **Aug-Sep 2022, March 2023**

- Generated large scale data using Blender simulation for deep learning computer vision model training. Various factors for lighting, motion, size and other parameters of human characters were altered, allowing the team to generate data that was hard to do naturally, hence improving the accuracy of the model.

Bio inspired designs - Research project (Ongoing) **Mar 2022**

- Modelled 3D structures using modified versions of natural structures like honeycombs, and stress tested them to develop stable models for use in load-bearing support panels

Vibration sensor project at Wagen Tunen (Industrial training) **Jun 2022**

- Made a NodeMCU based module that acquires sensor data, and transmits it over a UDP connection to a Python script that displays, and records the data for future use

Innovative Engineering course offered by Fracktal works **Sep - Oct 2021**

- Developed a light based alarm that tracks the user and turns on a light to alert them at the pre-set time, run on an Arduino receiving inputs from a Python script with OpenCV image processing

User interface (Computer science laboratory project) **Jan 2019**

- Programmed a user interface with several applications including a calculator, periodic table and clock, and also a few games like target shooting, snake and tower defense, among a few others.

Technical Clubs

IE Mechatronics Students' Chapter, Manipal (SM&Mgmt. subsystem) - Core committee **Aug 2021 - Nov 2022**

MIT Gaming club (Game development subsystem) - Alpha developer from Aug 2020 **Sep 2019 - Nov 2022**

Achievements and awards

Code it(C++ programming) state-level competition (2018) - Secured second rank

International English Olympiad, and National Cyber Olympiad (National Science Foundation) - Earned medals of distinction and certificates of merit for both exams