

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

- Collaborated with senior analysts to optimize marketing metrics, plan campaigns, and improve the performance of pre-existing campaigns run on social media and programmatic channels.
- Built 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, Mar 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 is 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 simulated stress tests to ensure stability during usage in load-bearing support panels.

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

- Conceptualized and constructed a NodeMCU based module that acquires sensor data, and transmits it over a UDP connection to a Python script to display, and record the data for future use.

Innovative Engineering course offered by Fracktal works Sep-Oct 2021

- Developed a light based alarm to track the user's position and turn 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 such as 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