UTSAV CHAUDHARY

| Texas | utsavmaan28@gmail.com | (607) 296 9683 | linkedin.com/in/utsav-chaudhary-875096123/ |
| thatinsaneguy.netlify.app | youtube.com/@ThatInsaneGuy |

EDUCATION

Binghamton University, State University of New York, Thomas J. Watson College of Engineering and Applied Science
Master of Science in Computer Science — Aug 2022 – Dec 2023 GPA: **3.44/4**
Universal College of Engineering, Mumbai, India
Bachelor of Science in Computer Engineering — Jul 2017 – Jun 2021 GPA: **8.09/10**

TECHNICAL SKILLS

Programming Languages: Python, Java, C#, C++, JavaScript, PHP, Automation, HMI, PLC
Web & Database: NodeJs, jQuery, Django, Flask, XML, REST API, MySQL, PostgreSQL, Firebase, MongoDB, React Native
Additional: Unity3D, Android Studio, Firebase, AWS, Numpy, Pandas, Arduino, IoT, TensorFlow, Linux, macOS, CAD
Specialization (Coursera): Python-Michigan, IT Automation -Google, TensorFlow -DeepLearning.AI, Data Structure, Data Science, Machine Learning & AI

PROFESSIONAL EXPERIENCE

VRoKCs, Kansas City, United States | *Machine Learning Intern* — Sept 2021 – Dec 2021
- Worked on a project that translates and augments Sign Language using Machine Learning and Augmented Reality.
- Employed MobileNet V2 as a transfer learning model, and it was hyper tuned to meet the needs.
- Designed the TensorFlow Lite model using the algorithms that showed promising results with 28mAP and is used by developers to integrate with Augmented Reality.

Compendious Medialabs Pvt. Ltd, India | *Software Engineering Intern* — Jan 2021 – Apr 2021
- Developed design and coded a Python bot that aggregates data from 200+ news websites.
- Built the logic to retrieve articles from RSS feeds, scraped them and sanitized them to best fit as per database design.
- Managed and structured data and uploaded it to MySQL server and connected it to the frontend.

underDOGS Gaming Studio, India | *Game Developer Intern* — Jun 2019 – Jul 2019
- Integrated a universal gaming currency 'Quarters' in various games for the client using the Quarters API.
- Incorporated API into a universal platform game and used secure methods for the transaction of coins.
- Improved existing code to reduce the bugs to make the product run smoother using C# and Unity3D.

ACADEMIC PROJECTS AND PAPERS

EDU-AR | *Unity 3D, Android Studio, AR Core, Tensorflow, Pandas, NumPy, Matplotlib, Keras*
- Developed an android application for preschoolers with cognitive challenges, hearing and speaking aid
- Implemented Augmented Reality along with Deep Learning models i.e., CNN with 95% accuracy & Image Processing using TensorFlow & Keras, integrated Google Vision API for Handwriting Analysis, assisted with Sign Language.
- Awarded as Innovative Idea during the internal presentation in 2020.
- Authored and published a paper in the international journal IOSRJEN in May 2021, V11 ~ I5 ~ S1, E-ISSN: 2250-3021

Driver Drowsiness detection | Python, OpenCV, Keras, Arduino UNO, Raspberry Pi
- Built a Drowsiness Detector to reduce the number of sleep-related accidents on road.
- Implemented Haar-cascade, OpenCV & Keras to detect if driver is feeling drowsy by detecting the state of the eyes.
- Integrated Arduino with GSM and GPS module to send the SOS signal to emergency contacts.

AssignmentX | *Python, NumPy, Pillow, Flask, Android Studio*
- Constructed an android application to develop assignments that look handwritten but are generated using Python, which saw over 5000+ downloads on Play Store and 200+ daily active users and 32K+ views on YouTube.
- Utilized Pillow library to process images of alphabets on pages. Developed and integrated human behavioral algorithm to make it look handwritten.
- Created an Android app and devised a Web API with Python and Flask for the app to communicate with main code.

LEADERSHIP ROLES AND AWARDS
- Honored as Technical Head of the International Society of Automation (ISA) and Computer Engineering Students Association (CESA) in 2021. Where I organized and managed various Inter and Intra College Events.
- Collaborated with ISA and CESA for conducting workshops on trending topics such as Python, Machine Learning, and AR/VR to over 500 members in 2019 at Universal College of Engineering Mumbai.
- Handling a YouTube channel named 'ThatInsaneGuy' for sharing projects and tutoring students about recent technologies, since 2019.
- Led a team during Hackathons and secured 3rd place at IIT-BHU and was selected as Top-5 Teams at DA-IICT in 2019
- Obtained a certificate of merit from Innovation Cell IIT Bombay and RoboKart for securing 5th position in developing Games in 2018.