

# Yash Bhartia

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📍 Mumbai, India

🌐 <https://YashBhartia00.github.io>

🔗 YashBhartia00

## Projects

### Quantum Chess

📅 February 2021

🔗 <https://github.com/SEDSCelestiaBPGC/quantum-chess>

- Open source Quantum Chess implementation, made with Qiskit, hichesslib, and Qt

### Particle Vfx

📅 September 2020

🔗 [https://github.com/YashBhartia00/particle\\_effects](https://github.com/YashBhartia00/particle_effects)

- Reusable and editable effects: fireflies, lightning, fire

### Pokebattle

📅 August 2020

🔗 <https://github.com/YashBhartia00/PokeBattle>

- An agent based on DQN network to play and win games against a fixed algorithm.

### Reddit Flair Detection

📅 July 2020

🔗 [https://github.com/YashBhartia00/Reddit\\_Flair](https://github.com/YashBhartia00/Reddit_Flair)

- LSTM+Attention model using PyTorch and torchtext to classifies Reddit posts into its appropriate flairs

### Wizards and knights

📅 June 2020

🔗 <https://devsoc.itch.io/wizards-and-knights>

- Demo Platformer game made in unity with puzzles, fighting, and platforming challenges

### Procedural Dungeon Rooms

📅 April 2020

🔗 <https://github.com/YashBhartia00/Procedural-Dungeon-Rooms>

- Reusable asset to generate dungeon rooms procedurally in Unity

### Dots and Boxes

📅 February 2020

🔗 <https://github.com/YashBhartia00/Dots-and-Boxes>

- 2 multiplayer games; Tic-Tac-Toe and Dots and boxes made in unity, made using Firebase and Rest Client for Unity

### Rainbow RL Implementation

📅 December 2019

🔗 [https://github.com/YashBhartia00/RL\\_Atari](https://github.com/YashBhartia00/RL_Atari)

- Deep Q network based agent to play Atari games

## Education

Birla Institute of Technology and Science, Pilani

**B.E. in Computer Science**

📅 August 2019 - Ongoing

📍 Sancoale, Goa

- **Coursework:** Object Oriented Programming, Linguistics, Data Structure and Algorithms, Database Management Systems, Probability and Statistics, Computer Programming

## Publications

### SemEval 2021

- LRG at SemEval-2021 Task 4: Improving Reading Comprehension with Abstract Words using Augmentation, Linguistic Features and Voting ([Arxiv](#), [Code](#))
- NLRG at SemEval-2021 Task 5: Toxic Spans Detection Leveraging BERT-based Token Classification and Span Prediction Techniques ([Arxiv](#), [Code](#))

## Programming Languages

• Python, C#/C++,

• Java, SQL,  $\text{\LaTeX}$



## Technologies

- PyTorch, Scikit, Numpy, Pandas, Git/Github, Unity, Vim, Blender, Linux

## Committees

- [SAIDL](#), Core Member
- [LRG](#), Core Member
- [DevSoc](#), Core Member
- [Abhigyaan](#), Batch head

## Teaching Experience

- Introduction to Machine Learning and Deep learning, Instructor
- Introduction to Game Development and XR, Mentor
- AR Workshop by Elixar Systems, Mentor