

Yash Bhartia

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Education

Birla Institute of Technology and Science, Pilani

Goa, India

B.E. IN COMPUTER SCIENCE

August 2019 - May 2023

- **Relevant Coursework:** Deep Learning, Foundations of Data Science, Probability and Statistics, Linguistics, Data Structure and Algorithms, Cognitive Neuroscience, Object Oriented Programming, Database Management Systems, Computer Programming

Experience

Prodapt Solutions

Remote

SOFTWARE DEVELOPMENT INTERN

May 2020 - July 2020

- Built a Pre-onboarding application for new recruits
- Automated the application to schedule meetings, send emails, and manage the database dynamically according to date of joining and HR inputs

CSIS Department, BITS Pilani

Goa, India

TEACHING ASSISTANT

May 2020 - July 2020

- **CS F429 Natural Language Processing** - Conducted tutorial for the course and mentored over 85 undergraduates **Supervised by** Dr. Swati Agarwal

Projects

Drug Design using Molecular Generation

Natural Language Processing

FORMAL PROJECT, APPCAIR

August 2021 - Dec 2021

- Leveraging Generative NLP models to assist Drug Design techniques
- **Supervised by** Dr. Ashwin Srinivasan

Flipkart Categorizer

Natural Language Processing

Github

April 2021

- A transformer (XLNet) based multi-class classifier to predict Category of item given item description. Cleaned data, visualized using Seaborn plots, and fixed class imbalance using class weights.
- model gave F1 score of .74 on validation set

Rainbow RL Implementation

Reinforcement learning

Github

December 2020

- Built a Deep Q network based agent to play Atari games in OpenAi gym environment using PyTorch
- model trained for 400 episodes wins all 21 points for pong in test

Reddit Flair Detection

Natural Language Processing

Github

July 2020

- Implemented a LSTM+Attention model using PyTorch and torchtext to classifies Reddit posts into its appropriate flairs
- model achieves an F1 score of 0.55 on validation set

Pokebattle

Reinforcement Learning

Github

August 2020

- Built an agent based on DQN network to play and win games against a fixed algorithm.
- Finished the Pokemon Battle environment, implemented a more flexible algorithm, added data for various moves and Pokemons scrapped and cleaned from multiple sources.

Quantum Chess

Quantum Computation

Github

February 2021

- Open source Quantum Chess implementation, made with Qiskit, hichesslib, and Qt
- Implemented functions like entangle, split and measure for the quantum chess pieces

Publication

LRG at SemEval-2021 Task 4: Improving Reading Comprehension with Abstract Words using Augmentation, Linguistic Features and Voting

SemEval

MENTOR: [Tirtharaj Dash](#)

2021

Abheesht Sharma*, Harshit Pandey*, Gunjan Chhablani*, **Yash Bhartia**, Tirtharaj Dash

[Arxiv](#), [Code](#)

NLRG at SemEval-2021 Task 5: Toxic Spans Detection Leveraging BERT-based Token Classification and Span Prediction Techniques

SemEval

MENTOR: [Shan Suthaharan](#)

2021

Gunjan Chhablani*, Abheesht Sharma*, Harshit Pandey*, **Yash Bhartia**, Shan Suthaharan

[Arxiv](#), [Code](#)

Skills

Frameworks Unity, Blender, Numpy, Scikit, PyTorch, Linux

Tools VsCode, Vim, GIT, MySQL

Languages Python, JAVA, C#/C++, SQL, LaTeX

Leadership and Committees

DevSoc Game Development Vertical Head of Developer's Society (DevSoc - BITS Goa)

SAIDL Core Member at the Society for AI & Deep Learning (SAIDL - BITS Goa)

LRG Core Member at the Student Language Research Group (LRG - BITS Goa)

CTE Instructor, Introduction to Machine learning and Deep learning

Quark Instructor, Deep Learning project

Abhigyaan Batch head for Abhigyaan organisation, educating the unprivileged