Ankit Bhawsar

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Education and Coursework

University of California, Berkeley **August 2022 - August 2023**
Master of Analytics — GPA: 3.76/4 Berkeley, California, USA
- *Database Systems, Applied Data Science, Business Analytics and Intelligence*

University of Southern California **August 2020 - May 2022**
Master of Science in Computer Science — GPA: 3.8/4 Los Angeles, California, USA
- *Analysis of Algorithms, Advanced Computer Vision, Artificial Intelligence, Web Technologies*

Savitribai Phule Pune University **August 2016 - May 2020**
Bachelor of Engineering: Information Technology — GPA: 9.4/10 Pune, India
- *Machine Learning, Software Design and Modelling, Cloud Computing*

Technical Skills

Languages: Python, Java, C++, SQL, MongoDB, HTML, CSS, JavaScript, TypeScript, R
Frameworks: Django, NodeJS, Express, Angular, React, Bootstrap, Android SDK, Flask, Tailwind
Technologies: RESTful API, Jira, MySQL, PostgreSQL, Git, Docker, Firebase
AI/ML: LLM APIs, OpenCV, PyTorch, Pandas, SciKit, Keras, TensorFlow
Cloud: AWS Lambda, Elastic Beanstalk, EC2, S3, RDS; GCP Compute Engine, App Engine

Professional Experience

Software Engineer **May 2023 - August 2023**
kwikkart Berkeley, CA
- Core Team Engineer at kwikkart, driving the end-to-end implementation of an AI-powered seamless checkout solution, aiming to reduce time in-store by up to 60%
- Collaborated closely with the CEO and CTO to revamp the backend architecture, cultivate the database schema, and design most API calls, ensuring seamless integration between the front-end, mobile, and firmware teams
- Deployed the application to AWS Elastic Beanstalk, achieving a 70-80% reduction in deployment time and establishing connections to a PostgreSQL database on RDS, effectively managing 2TB of data storage and retrieval
- Utilized AWS SNS and Firebase Messaging Service integration to automate communication between database, firmware, and mobile app components, with the assistance of Lambda Functions
- Contributed to the startup's growth trajectory, playing a key role in building relationships with high-profile clients like DoorDash, Shipt, and Point Pickup, securing their interest in participating in pilot programs

Teaching Assistant for Machine Learning **August 2021 - May 2022**
University of Southern California Los Angeles, CA
- On-campus employment as TA/ Course Producer for CSCI 567 under Prof. Victor Adamchik and Prof. Haipeng Luo
- Led a team of 4, creating 3 Machine Learning programming assignments from scratch for students' coursework. Assignments based on Computer Vision, Decision Trees, and Auto-encoders are still in circulation today
- Counselled students during office hours, coordinated class workshops, set up exam questions, and mentored 2 newly hired graders

Project Experience

AI Companion- Chrome Extension Chatbot | *LLMs, NodeJS, JavaScript, OpenAI API* **Natural Language Processing**
- Built a side-panel Chatbot helper to work on an e-commerce site, Saatva.com, enhancing user experience and simplifying interactions
- Devised and implemented the Chrome Extension's architecture, using content script injection to scrape data from product detail pages and relay the information to the backend for prompt formulation
- Incorporated Node.js backend server with OpenAI's GPT-3.5-Turbo Language Model API, enabling the system to respond to natural language queries and commands based on the processed data and user input.

USC Films - Website | *Angular, NodeJS, ExpressJS, Google Cloud Platform* **Web Technologies**
- Developed a Web App using Angular, Bootstrap and HTML5 showing the latest movies and TV shows and allows users to watch trailers, and get recommendations based on selected movies
- Utilized TMDB API to fetch movie, TV and actor data and YouTube's API for showing trailers
- Used Web Storage API to implement a Watch-list where users can manage personal list of movies and TV shows
- Wrote backend using ExpressJS and hosted app on Google Cloud platform

Game playing AI Agent for 'Go' | *Python* **Machine Learning**
- Created game-playing agents to compete in the board game 'Go' using Artificial Intelligence techniques.
- Employed 2 different techniques: Minimax with Alpha Beta pruning to play against amateur and random opponents, and Q-Learning, to be pitted against competition level opponents.
- Applied self-devised heuristics based on research papers to train bots using Q-Learning.

Activities

- Junior Engineer of the VEX Robotics team at USC, ranked 5th in the World
- Cal Adventures Level 1 Licensed Sailor
- Played a key role in the organizing committee at Door Step School, an NGO dedicated to providing educational opportunities for underserved communities.