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,   Optimization Analytics*

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,   Operating Systems*

TECHNICAL SKILLS

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

PROFESSIONAL EXPERIENCE

Founding Software Engineer   **September 2023 - Present**
KwikKart   Berkeley, CA
- Part of founding team at KwikKart, driving the end-to-end implementation of an Smart-cart seamless checkout solution, aiming to reduce time in-store by up to 60%
- Actively contributed to the development of cart intrusion algorithms using OpenCV and Sensor Fusion, achieving an impressive 96% and 88% accuracies in detecting and classifying shopping cart activity, respectively
- Designed and Integrated an on-device Flutter Linux frontend app to enable easy interaction between shoppers and KwikKart
- Instrumental in the startup's growth trajectory, which led to a successful stage 1 pilot program at Target's Guest Experience Center (GXC) in partnership with Shipt; as well as a impressive showcase at the Food Service Innovation Zone during NRF 2024

Backend Engineer Intern   **May 2023 - August 2023**
KwikKart   Berkeley, CA
- Collaborated closely with the CEO and CTO to revamp the backend architecture, cultivate the database schema, and design 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

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 get recommendations based on selected movies
- Utilized TMDB API to fetch movie, TV, and actor data processed through a ExpressJS backend hosted on Google Cloud Platform
- Used Web Storage API to implement a Watch-list where users can manage personal list of movies and TV shows

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
- Part of organizing committee at DoorStep, an NGO dedicated to providing educational opportunities for underserved communities.