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, HTML, CSS, Java, SQL, MongoDB
Frameworks: Django, NodeJS, Express, Flask, Angular, React, Android SDK, React-Native, Tailwind
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
- Successfully built and demonstrated the Minimum Viable Product (MVP) at the Food Service Innovation Zone during NRF 2024, garnering significant interest from key industry players and potential partners such as Shipt, H-E-B, Sprouts, and Buncha.
- Instrumental in the startup's growth trajectory, which led to KwikKart's acceptance into the TechStars New York City Accelerator program, securing pre-seed funding of $200k

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 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

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.