

ABHISHEK SHAH

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OBJECTIVE

Software Engineer with 2+ years of experience in Machine Learning, Data Science, and Python Full Stack Development as a Freelancer seeking full-time ML Engineer roles.

EDUCATION

Bachelor's of Computer Science - Tribhuvan University 2020 - 2024
Relevant Coursework: Data Mining, Microprocessor, Object Oriented Programming and Design, Artificial Intelligence and Theory of Computation.

Secondary Education - Model Secondary School 2017 - 2019

SKILLS

Technical Skills	Python, Javascript, AI/ML, NLP, Data Science, OpenCV, Deep Learning, Flask, SQL
Soft Skills	Project Leader, Writing and Communication, Content Development

EXPERIENCE

ML Researcher/Research Writer Jan 2019 - 2024
Freelance *Dharan, Nepal*

- Researched and worked on the paper, "Nepali Music Genre Classification" to assist my mentor studying M.Sc abroad.
- Researched and worked on the paper, "Multi-modal Hate Speech Detection using Deep Learning" to assist my mentor studying M.Sc abroad.

ML Engineer Jan 2019 - 2024
Freelance *Kathmandu, Nepal*

- Independently worked on several ML and LLMs Projects.
- Created a Python code generator by Fine-tuning a Llama-2 Model on the custom collected code/description dataset.
- Working on a hand gesture recognition project using OpenCV and deploying it using Vercel.

ML Intern Oct 2023 - Nov 2023
Codsoft *Bangalore, India*

- Developed a machine learning model to identify fraudulent credit card transactions using Logistic Regression and Random Forest, addressing imbalanced data with SMOTE.
- Predicted customer churn with Random Forest achieving 86.55 percent accuracy, employing data cleaning, normalization, feature engineering, and hyperparameter tuning.
- Implemented NLP techniques for movie genre prediction, optimizing Logistic Regression to achieve 57.87 percent accuracy, and created an interactive interface for practical application.
- Created an SVM model for SMS spam detection, achieving 98 percent accuracy, with extensive preprocessing and conversion of sparse to dense matrix formats.

ML Sub-Mentor Oct 2023
ACES *Dharan, Nepal*

- Worked as a sub-mentor in the one-week-long ML training camp conducted by ACES during my engineering study days. Helped the main mentor and the attendees to understand ML concepts, errors and possible improvements.

- Developed and contributed to several group and solo projects, demonstrating strong Python proficiency.
- Created a range of applications including a Library Manager, Password Strength Checker, Pong Game, Blackjack, Tkinter-based Hangman, Tkinter-based Text Editor, Password Generator, Shop Calculator, Speed Typing, and Sudoku solver.
- Built a Ticket Generator using PyQt, Pillow, and Sqlite3 libraries, showcasing skills in database handling, image generation, and modern GUI development.
- Developed PySnake, a snake game with multiple modes using the PyGame library.
- Implemented an image editor with OpenCV and Pillow for image modification and editing.
- Created an analog clock using the ttkbootstrap library.
- Developed a SQLite-based student record management system.

PROJECTS

Project-codebeing. Built a tool to rapidly convert natural language descriptions into executable Python code by using ReactJS for the front-end and back-end managed through API since Vercel deployment supports limited back-end functionalities. Trained a Llama-2 7B model on a custom code/description pairs dataset collected through GitHub Scraping. Successfully demonstrated easy Python code generation using Natural language descriptions during College Majors.

Project Hand-Gesture Recognizer Building a project that uses OpenCV and a CNN model to convert hand gestures into their respective sign language codes. It can be an effective tool for handicapped people to communicate effectively.

Sentiment Analyzer Successfully built a sentiment analyzer using the Distilbert-Base model to classify the sentiment of a statement as whether positive or negative. The model achieved a notable accuracy of 89 percent in sentiment analysis tasks for text classification

EXTRA-CURRICULAR ACTIVITIES

- I Actively write on [medium](#) regarding tech and other topics. It is viewed and appreciated by over 1K+ readers per week. I like reading articles, finding out the new in tech, and trying out new technologies and LLMs that hit the HuggingFace library.
- Working on my very own GitHub repo titled "how-I-learned-python" and "how-I-learned-ml", to be put out as a one-stop guide and an effective resource for anyone trying to start learning Python, ML and Deep Learning Concepts.
- I even volunteered and managed the Deltathon which is a hackathon conducted every year by ACES in Eastern Regional Campus, TU.
- After my time as a Volunteer, I even took part in the Deltathon the next year with my team, we were called team "ZAV". I learned a lot through competitive coding and exposure to greatly experienced individuals.
- I love trying to put out the ideas in my mind to physical shape, whether it be through code, sketches, rough drawings, idea-logs that I make etc.

LEADERSHIP

- I worked as the team leader for my college major project entitled "Project-codeBeing". I handled the model training, deployment, and backend. I also worked on ReactJs with my team members, since they were not much experienced. We successfully demonstrated our project in front of the Jury and received great reviews and possible improvements for the future.