

# Archit Mathur

architmathur.me  
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## EDUCATION

### SKIT, JAIPUR

B.TECH., COMPUTER SCIENCE  
Aug 2015 - May 2019

### MPS, AJMER

AISSCE 2015, SCIENCE  
Percentage - 93.6  
AISSE 2013  
CGPA - 9.6

## LINKS

LinkedIn:// [archit-mathur](#)  
Github:// [achie27](#)  
Codechef:// [achie27](#)

## SKILLS

### LANGUAGES

Python • C++ • C  
JavaScript • HTML/CSS

### FRAMEWORKS

Tensorflow • OpenCV  
scikit-learn • PyQt5  
Express.js • React.js

### DATABASES

MySQL • MongoDB

### TOOLS

Git • Heroku

## COURSEWORK

### CURRICULUM

Database Management Systems  
Operating Systems  
Software Engineering  
Data Structures and Algorithms  
Computer Networks  
Object Oriented Programming  
Artificial Intelligence

### MOOCS

Machine Learning  
(by Andrew Ng)  
Algorithms : Design and Analysis  
(by Tim Roughgarden)  
CS50x  
(by David Malan)

## COMMUNITIES

Hackathon Hackers • Kaggle  
freeCodeCamp • Hacker News  
Stack Overflow • devRant  
TopCoder • CodeForces • CS50

## EXPERIENCE

### CCEXTRACTOR | GOOGLE SUMMER OF CODE, 2018

May 2018 - August 2018

- Worked on making an open-source cross-platform software, FabBits, that can detect certain useful bits from videos.
- The use-cases include, among others, finding actor-specific scenes, jokes in sitcoms, goals in soccer matches, and action sequences in movies.
- FabBits can be used for cataloging the gigantic amount of digital media which by itself is unusable.
- Wrote blog posts detailing the underlying concepts and progress.

### IIT BOMBAY | SOFTWARE DEVELOPMENT INTERN

May 2017 - July 2017

- Worked in a team of two to implement a platform for teachers to gamify school-level curriculum.
- Teachers could use various pre-built game scenarios and fit different questions/concepts to maximize students' learning in a fun way.
- Leveraged game statistics to find students' performance in different areas for teacher evaluation.
- Stood 3rd in the selection competition by making eight, high quality animations using Three.js for visualizing curricular experiments.

## PROJECTS

### WHATNEXT | MACHINE LEARNING + WEB

Dec 2017 | Motivation : Too many advices on what to learn next

- Recommends people what to learn next based on what they already know and how their learning curve was
- Takes into account the user's naivety and how most developers in the community proceeded in similar situations

### INDRASEYE | MACHINE LEARNING | TEAM PROJECT

Dec 2017 @ Rajasthan Hackathon 3.0 | Motivation : Reducing casualties

- Detects traffic accidents from a (CCTV) video feed
- Notifies the nearest hospital and police station about the same

### NOTESORT | MACHINE LEARNING

Oct 2017 | Motivation : Uncluttering and managing plethora of class notes

- Classifies handwritten notes based on their subjects
- Achieves accuracy in the high 70s with SVM and RNN

### BLOBCLOUD | WEB

Aug 2017 | Motivation : Saving new discoveries across all devices

- Saves web files directly to user's cloud storage (Drive, Dropbox)
- Sends an email notification on transfer completion or error

## OTHER

- Trilingual in Hindi, English, and Japanese
- Ranked 807 worldwide in International English Olympiad, 2015
- Worked part-time on Freelancer and Amazon MTurk in 2016