Aditya Jain

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AREAS OF INTEREST

Computer Vision
Sequence Modeling
Reinforcement Learning
Deep Learning
Healthcare
Medical Imaging

SKILLS

PROGRAMMING

Python
Java | Android Programming
C | C++
HTML | JavaScript | CSS
Node.js | Express.js
SQL | MongoDB

DATA SCIENCE | ML

Statistical Modelling
Regression Algorithms
Classification Algorithms
Clustering Techniques
Ensemble Techniques
Neural Networks | Deep learning
Reinforcement Learning

CS CONCEPTS

Operating System Concepts
Data Structures and Algorithms
Object-Oriented Programming
Cloud Computing
Database Management Systems
Data Mining
Computer Networks
Design and analysis of algorithms
Business Analytics & Intelligence
High-Performance Computing
Software Engineering

SOFTWARE AND TOOLS

Pandas | Numpy Matplotlib | Seaborn Scikit-Learn Tensorflow | Keras Pytorch MS Excel | Tableau (Basics) Linux | Windows Git and GitHub

EDUCATION

Bachelor of Engineering (Computer Engineering)Maharashtra Institute of Technology, Pune | Pune University Graduation: July 2018 | Aggregate: 74% (First Class with Distinction)

H.S.C. (12th)

Central Board of Secondary Education Completion: May 2013 | Aggregate: 89.2%

EXPERIENCE

Associate Data Scientist | Cognizant

Sep 2018 - Current | Bengaluru, Karnataka, India

Developing machine learning models that assist customers' outreach programs by targeting the right and influential population to improve the star-ratings of MEDICARE plans by addressing specific measures. Worked on different technologies including Python, numpy, pandas, scikit-learn, Keras, SQL, etc.

Intern | Heelium Sports Pvt. Ltd.

Oct 2016 - Dec 2017 | Pune, Maharashtra, India

Worked and completed various assignments using **MEAN stack technologies** like Node.js, MongoDB, Express.js, etc. Alongside worked on analytics of sales of products, user profiles during this period.

CERTIFICATIONS

Deep Learning Specialization | DeepLearning.ai

Completion: June 2019 | Credential: AMS3W8UNB6PW

Completed topics on fundamentals of neural networks and deep learning, hyperparameter tuning, regularization, optimization methods, convolution neural networks, sequence models, etc.

Reinforcement Learning Specialization | University of Alberta

Completion: November 2019 | Credential: QXBW3NP3V4T9

Completed topics on foundations of Reinforcement Learning, policy/value iterations, Monte-Carlo learning, Temporal Difference Learning, Deep Q learning and more.

ACHIEVEMENTS

- First runner up in Smart India Hackathon 2017 among 300 teams. Developed a fast, reliable and secure system to perform biometric authentication using the fingerprint of a student during an exam.
- The finalist (among top 10) in Infosys Techzooka Hackathon 2016 among 100 teams. Developed an android application to show discounts on the nearby grocery stores for user convenience.
- Ranked among top 3000 in HackerRank "Algorithms" section. I also have a gold badge on SQL and Algorithms on Hackerrank.

EXTRA-CURRICULAR

- Organizer and lecturer in a national level event called "Linuxication" for years 2016,2017 and 2018.
- Member of MCUG (MIT computer users group) in 2016, 2017, 2018 which conducted various technical events and sessions throughout the year.
- Member of the MCUG newsletter team in college for the year 2016.
- Volunteer for "Animal Care" & "Save the Environment" campaign for Cognizant Outreach Program.
- "Joint Event Coordinator" for a colleges' technical Event "Texephyr" in the year 2017, where I helped in organizing some coding competitions.

TESTS

GRE: 324Verbal: 157

Quantitative: 167

AWA:4

TOEFL: 110

Reading: 28 Listening: 28 Speaking: 27 Writing: 27

LINKS

Github://adityajn105 All Projects://Link All Blogs://Link LinkedIn://adityajn105

Twitter://@adityajn105

PERSONAL DETAILS

NAME Aditya Jain

DATE OF BIRTH

10 May 1996

LANGUAGES

English

Hindi (Native)

NATIONALITY

Indian

PROJECTS

Maintaining Physical & Mental Health using Health Outcome Survey | Cognizant

Used data analytics & predictive modeling to train machine learning models on HOS Survey, claims data, prescription data, demographics for predicting members at the risk of mental & physical health decline.

Churn Prediction/Retention Modelling | Cognizant

Used various **statistical & machine learning techniques** to predict members who are likely to get churned and targeting these members using various outreach strategies to prevent churn.

Brain Tumor Segmentation in MRI using U-Net | Link

Implemented U-Net from the paper "U-Net: Convolutional Networks for Biomedical Image Segmentation" to segment brain tumors in given MRI images of the brain. Achieved 68% IOU on validation data.

Image Captioning Bot | Link

Implemented 'merge' architecture for image captioning from the paper "What is the Role of Recurrent Neural Networks (RNNs) in an Image Caption Generator?" using Keras and the Flickr8k dataset.

Flappy Bird Reinforcement Learning Agent | Link

Flappy Bird Game trained on a **Double Dueling Deep Q Network** with Prioritized Experience Replay implemented using Pytorch. This agent can be tweaked and trained to master other games also.

THESIS | BLOGS

Convolutional NN for Autonomous Robot Navigation | Junior Year Thesis

Presented my junior year thesis on CNN architectures such as YOLO, U-Nets, ResNet, etc which can be utilized for **autonomous robot navigation tasks**. Also compared other algorithms like SVM with them.

Attention Mechanism For Machine Translation | Blog | Link

Blog on attention mechanism, its working and mathematics behind it. Also, explained the architecture and how to build a date translation model using attention mechanism from scratch using Keras..

Policy Optimization in Known MDP Environment | Blog | Link

Blog on policy optimization techniques such as **Value Iteration** and **Policy Iteration**. Also explained Markov Decision Process, Bellman equation, state-value, and action-value functions.

Monte Carlo and Temporal Difference Learning | Blog | Link

Blog on policy optimization techniques in unknown MDP environments like MC learning and TD learning.

Deep Q Learning and Improvements in DQN | Blog | Link

Blog about building a flappy bird game reinforcement learning agent using Deep Q learning.