

# VINAY HAJARE

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## Education

### Vishwakarma Institute of Technology

*Bachelor of Technology in Computer Engineering*

Sep. 2023 – June 2026

Pune, India

### Government Polytechnic, Pune

*Diploma in Computer Engineering*

August 2020 – June 2023

Pune, India

## Experience

### Globeminds Technologies Pvt. Ltd

*Software Development Summer Intern*

July 2022 – Oct. 2022

Pune, India

- Developed a service to automatically perform a set of unit tests daily on a product in development in order to decrease time needed for team members to identify and fix bugs/issues.
- Developed and maintained web applications, contributing to front-end and back-end development, improving user interface and experience.
- Developed logging feature in product to log and analyze system log dumps utilizing Java streams.
- Collaborated in agile development by participating in daily stand-ups, sprint planning and code reviews, fostering a collaborative team environment.

## Projects

### WordCraft : Visuals form | *Python, PyTorch, HuggingFace Hub, Tensorboard*

May 2024

- Developed a custom AI model, EfficientCLIP-GAN, a novel model capable of generating images from text descriptions, optimized for CPU usage.
- Achieved significant performance improvement, generating images 100 times faster than existing models, enhancing efficiency and user experience.
- Leverages advanced technologies and applied deep learning techniques and GAN architectures, gaining hands-on experience with state-of-the-art AI methods.
- Built a robust, scalable and user-friendly interface to allow seamless interaction with the AI model, enabling users to input text and receive visual outputs.

### Mistral Talk | *Python, Transformers, PEFT, LORA*

November 2023

- Developed a conversational AI application Mistral Talk, an AI-driven chat application that supports free conversation in Hinglish.
- Finetuned on Hinglish dataset to customized a language model specifically for Hinglish, improving the AI's understanding and response accuracy in mixed-language interactions.
- Enabled smooth and natural conversation by integrating Hinglish, catering to a significant user base in multilingual communities.
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### SmartLib | *Java, Eclipse, Java Swing*

June 2023

- Developed a comprehensive library management system SmartLib, a Java-based desktop application designed to help librarians efficiently manage library operations.
- Implemented an automated reminder functionality to automatically send email reminders to patrons, improving communication and book return rates.
- Designed a clean and intuitive user interface ensuring the application is user-friendly and accessible, simplifying tasks for librarians.
- Enhanced operational efficiency by integrating features to track book inventory, manage checkouts, and handle returns, optimizing day-to-day library management.

## Technical Skills

**Languages:** Java, JavaScript, Python, C++, C, HTML/CSS, SQL

**Developer Tools:** VS Code, Eclipse, Android Studio, MySQL, MongoDB, Colab, AzureML, HuggingFace Hub, Unity

**Technologies/Frameworks:** Spring, Spring Boot, React.js, Express.js, Node.js, FastAPI, PyTorch, Gradio, Transformers, StableBaseline3, Git, Figma

## Achievement / Extracurricular

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**Contributor to RL-Baseline3-Zoo** : A training framework for Stable Baseline3 RL agents

**LabLabAI Mistral Hackathon** : 2nd position(November-2023)

**Shod2k23** : Runner-up (April-2023)