

ANANT MOUDGALYA

Computer Science Student

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📍 Bengaluru, Karantaka, India

🌐 Personal Website

in Anant Moudgalya

🔗 anantmoudgalya

EXPERIENCE

Software Development Intern

CimplyFive Corporate Secretarial Services

📅 Jan 2020 – Mar 2020

📍 Bengaluru

- Developed a standalone application to automate the labor intensive routine of classification and upload of digitized legal documents.
- Built a custom text search engine, integrated document oriented reverse-indexed database, RESTful API services and facilitated automated logging and reporting.

Intern

Tekie (tekie.in)

📅 Aug 2017 – Nov 2017

📍 Remote

- Designed coursework based on Python Programming for students of ages 12-15.

ACHIEVEMENTS

- Won Best Paper Award at 5th edition of the International Conference, AMLTA 2020.
- Mentor - InGenius Hackathon (2019)
- Participant - InGenius Hackathon (2017, 2018)
- Participant - Kalpana Hackathon (2017)

RESEARCH

A Comparative Study of Model Free Learning Methods

- Studied and Compared Model Free Learning Methods in Deep Reinforcement Learning. Presented at 5th edition of the International Conference, AMLTA 2020.

Progressive Wins and Playoff Predictions in the NBA

- Ongoing Research

EDUCATION

B.E - Computer Science (GPA : 8.28)

PESIT Bengaluru South Campus

📅 2016 – 2020

📍 Bengaluru, Karnataka

Intermediate 2nd Year - Percentage: 96.1%

FIITJEE Hyderabad

📅 2016

📍 Hyderabad, India

Xth Standard - GPA: 10.0

Maharishi Vidya Mandir

📅 2014

📍 Hyderabad, India

COURSES

CS50x - Harvard : Introduction to Computer Science (Verified)

edx.org : Certificate Link (Click here)

📅 2019

SKILLS

- Python, C++, Pandas, Keras, Unix, Java
- Web Dev - HTML, CSS, JavaScript, Flask, SQL
- Android Dev - React Native

PROJECTS

Secure Image Archival and Validation using DCGAN Steganography (ongoing)

- Undergraduate Capstone Project
- A web-based interface that leverages DCGAN Steganography for secure storage and archival of Sensitive Image Data using Watermarking. Validation of Secure Data with watermarking.
- Link - (Click Here)

Moneyball : All Star Predictor

- Used a novel Data Science approach to analyze Major League Baseball data to accurately predict All-Star batters and starting pitchers in that particular league year.
- Also demystified the theory behind Oakland Athletics' success in 2002 as shown in the movie, Moneyball.
- Link - (Click Here)

VTU Results Crawler

- Developed a web crawler using Selenium to gather VTU results from the website, breaking captcha and resolving shuffled subject rows using regex.
- Link - (Click Here)

Graduate Admissions Research

- An exploration and in-depth analysis of trends in admissions in the United States at graduate level. Multiple classification and prediction algorithms were used along with quality visualisations to understand dimensions and their correlation.
- Link - (Click Here)

NCAA Data Web Crawler

- Built a web crawler to scrape March Madness data from the Sports reference website.
- Aggregated NCAA Tournament Teamwise and Player-wise data for the years 2001-2019 and performed EDA.
- Link - (Click Here)

INTERESTS

- Data Mining
- Problem Solving
- Machine Learning algorithms
- Basketball
- Movies, Music