ANSHUL PATEL

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Skills

PROGRAMMING LANGUAGES
Python
Java
C
Android
SQL

DATA SCIENCE & MACHINE LEARNING
Computer Vision
Natural Language Processing
Data Visualization
Audio Analysis
Statistical Modelling
Predictive Analysis
Multivariate Time Series
Cluster Analysis
Exploratory Data Analysis
Pandas
Keras

SOFTWARES & TOOLS
Android Studio
Tableau
Google Colabatory
Cisco Packet Tracer
Scilab
Wireshark
Eclipse

DATABASE
Firebase
MySQL
SQLite
AWS SQS

Education

Nirma University '16 - '20
B. Tech. Information Technology
PPI: 8.59
Relevant Courses: Linear Algebra, Data Structures, Theory of Computation, Design and Analysis of Algorithms, Machine Learning, Information Retrieval Systems, Deep Learning

Professional Experience

Cloudoffis
Associate Engineer — May '20 - Present
- This position is in continuation of work being done during the Knowarth Technologies Summer Internship

Knowarth Technologies Pvt. Ltd.
Machine Learning Intern — Jan. '20 - May '20
- The project was aimed at automating the SMSF process of Australia
- Part of python team in-charge of Classification and Extraction Task
- Assigned task of creating and optimizing the classification module
- Worked extensively on setting the structure of the project using AWS SQS

Knowarth Technologies Pvt. Ltd.
Project Intern — May '19 - June '19
The project involved developing an API with Flask-Restplus that firstly recognizes the document type using keyword matching and machine learning algorithm and then extracts the critical information, finally delivering it to the user in a summarized manner within either a JSON or an Excel file format.

Academic Projects

Speaker Diarization July '19 - Present
The project involves creating a system modeled for audio sample mainly conversations. The system has to identify various characteristics/features such as the number of speakers, who spoke which statement, who spoke at what time and the distance of speaker from the recording device.

Indian Folk-Song Classification July '19 - Sept. '19
In this project, we introduced a new dataset of 307 folk songs from five different states of India. From these audio files, we extracted different features and tried to classify these songs into their original labels. Mel-Spectrograms, when given to a pre-trained ResNet-50 Model, produced better results than other features used in our experiment. Finally, the project was submitted to International Journal of Speech Technology - Springer in the form of a research paper.

Slytherin Game using Genetic Algorithm July '19 - Aug. '19
The project aimed at developing the old arcade Snake Game using the Genetic Algorithm that allows the computer to make moves for the snake which were learnt over the generations by running the algorithm several times. Results show that computer scored a lot more points than an average human being.

Playback Attack Detection for Speaker Verification Systems Jan. '19 - May '19
The project was a research-oriented work that involved extracting cepstral features from audio obtained from the ASVSpoof 2017 benchmark dataset, which were then analyzed to find out which features better affect the decision of whether the spoken speech is genuine or spoof.

AMBeats: Android Music Player with Recommender System Jan. '19 - May '19
The project involves developing an android app that displays all the songs stored in the local storage that can be played using a minimalistic user interface. The interface allows users to like the songs they hear and those songs are then saved onto an online database. These liked songs were then compared with other users who liked similar songs to provide new recommendations using Machine Learning algorithm.

Next-Word Prediction July '18 - Dec. '18
The project involves developing a N-gram probabilistic model that predicts the next possible words based on the entered word or a sentence by the user. The prediction made by a pre-trained model trained on the text of multiple storybooks.

Web-Based Named Entity Recognizer Jan. '18 - May '18
The project utilizes a combination of java and natural language processing to create a custom model that identifies whether the piece of text is either a person, location, organization or date from Indian-context text entered by the user. Servlets were used to create a web-app that helped the user interact easily with the model.

Volunteering

Visamo Kids Foundation · Teaching Assistant Mar. '18 - Apr. '18
Helped underprivileged children to overcome difficulties in subjects such as Mathematics, Science, Social science, English ,and Gujarati of their school curriculum.

Certification

- How to Win a Data Science Competition: Learn from Top Kagglers - Coursera
- Machine Learning A-Z™: Hands-On Python & R In Data Science - Udemy
- Deep Learning A-Z™: Hands-On Artificial Neural Networks - Udemy
- Tableau 10 A-Z: Hands-On Tableau Training For Data Science - Udemy
- Advanced AI: Deep Reinforcement Learning in Python - Udemy