My journey.

Born and brought up in Mumbai India, I moved to UCLA in fall 2016 as an undeclared engineering major. I took my first CS class fall quarter freshmen year and immediately fell in love with CS. I realized that CS opens up endless possibilities and gives you complete freedom to weave whatever you want with a few simple keystrokes and some clever thinking.

What started as an interest has turned into a passion. I love facing challenging problems and coming up with clever solutions. The dopamine rush that I get from solving a difficult problem cannot be paralleled with any form of temporary happiness.

Over the past few years I have attended hackathons, conferences and clubs and have grown to love the CS community. I love the collaborative and entrepreneurial spirit of the community and am inspired by the amount of hard working and focused.

True satisfaction lies in helping others.

Over the past 2 years there have been myriad instances where I have had the opportunity to help a friend with a project/concept they were struggling with. Through these experiences I have come to realize that helping others brings true joy and satisfaction.

More importantly, helping others makes you think of the same concept/problem from new perspectives and therefore, helping others is as profitable to the benefactor as it is to the beneficiary.

Lets face it. I am a workaholic.

I feel starved and anguished if I am not doing anything productive. I need to be doing some productive task for me to feel happy and satisfied. Many would say that this a negative thing, but I take it positively, I try to put my best foot forward and try to be perfect at what I do. When it comes to classes I always take the extra step and stay back after class to discuss any questions and queries I may have about the subject at hand.

I am a perfectionist.

If I take up something I do not feel satisfied until I do it perfectly. If I am working on a project, I do not feel satisfied until I have tested it a million times in varied situations. I try to make my code as elegant and readable as possible and try to comment it out as I know that good organization is essential when it comes to refactoring and debugging.

UCLA PROJECTS

BUGS!

Class cs32

Language: c++

A simulation of a forest floor where the player attempts to become the dominant anthill by writing code (in a custom language) for the behavior of his ants’ AI. The simulation consists of 4 anthills and various environmental objects including water, grasshoppers, poison, food and obstacles.

Bruinnav.

Class cs32

Language: c++

Uses A\* algorithm along with data from opensource maps to provide step by step directions for locations around UCLA.

Kenken solver.

Languages: prologue

Created an efficiant solver for the big brother of suduku, kenken!

The same function can be used to either find all the possible solutions or to verify a solution

Path following car:

created a car that senses balck tape using it leds and light sensors that follows a balck path.

SELF PROJECTS

Study smart

Current product manager

An app designed for UCLA students that displays live busyness levels of studyspots around the campus

check out the website!

Nutrition app using coreml

The app detects food items placed in the viewfinder and pulls up nutirtion information about them

Fear me

Used muse headband along with neural networks to create an adaptive horror game that changes game play according to your fear level

add link to devpost

raffle master

easy to use Ios app for electronic raffle tickets

INTERNSHIP PROJECTS

Roadsign classifier

ported python tensorflow graph to c++

optimised tensorflow graph using tensorrt

created a data augmentation script

created a data sanitisation tool to reduce false positives

created various scripts to clean up the BDD100k dataset