APURV MISHRA

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Skills

PROGRAMMING LANGUAGES
Python
C++
R
HTML
Ruby
Haskell

DATA SCIENCE
Machine Learning
Data Analysis
Deep Learning
Data Visualization

LIBRARIES
Matplotlib
OpenCV
SeaBorn
BeautifulSoup
Requests
Selenium
NumPy
Pandas
PyTorch
Flask

DATABASE MANAGEMENT
SQL
MySQL
PostgreSQL
Graql
Grakn

Education

The University of Edinburgh   Sept. 2018 to Current
BEng(Hons.) Computer Science 2022

Delhi Public School Noida   Apr. 2010 to May 2018
AISSCE Science 2018
AISSE 2016
Graduated class 12th with cumulative average of 96%
Graduated class 10th with a 10 CGPA

Projects

Healthify   Mar. 2019
- Healthify is a personalized treatment recommender system using a Cox proportional hazards deep neural network.
- It is the implementation of the DeepSurv algorithm in a web app, used to recommend personalized treatments.
- The model is trained in Theano and is queried by a web application built with Flask

GoodEats   Jan. 2019
- GoodEats is a food recipe recommendation android application based on your physical attributes and activity levels.
- Scraped over 20000 recipes,calorific and nutritional values from the internet with BeautifulSoup and Python
- Analysed the data with help of Matplotlib, Seaborn and Pandas
- App developed in Kotlin

Alcommender   Dec. 2018
- Alcommender is an alcohol recommending telegram bot that suggests the best alcohol for you based on your current mood/emotion and budget that you have.
- It also gives you directions to the nearest cheapest pub.
- Uses Face API from Azure, Google Maps API and is coded in Python

EasyShop   Nov. 2018
- EasyShop is an audiovisual interaction(chatbot) based easy shopping experience using artificial intelligence and cloud.
- Using deep learning based object recognition and further improving the results using named entity extracting text analysis and then scraping best deals from various e-commerce websites and displaying the results in the augmented reality-based visual system to get the immediate feedback.
- The payment processing is done with the integration with Visa API .
- The whole end to end solution is deployed on the Azure cloud.

tank-bot   Oct. 2018
- tank-bot is an automated bot to play a server based multi-player tank game designed by Morgan Stanley for a hackathon challenge .
- It involves extensive use of algorithmic movement patterns, a scoring algorithm to find the best opponent to target and handling server communication.

Magic Mushrooms   Nov. 2018
- Magic Mushrooms is an easy to use webapp to tell you whether your mushroom is edible or not.
- This is implemented using deep learning based image recognition, trained by scraping images of mushroom from the web and cross validated by classifying them into separate tags.
- Webapp is made with Javascript and HTML/CSS and model trained with Clarifai API and Python.

Awards

Winner Cyber Defence Exercise 2019 · The University of Glasgow   Feb. 2019

Winner Local Hack Day · MLH   Dec. 2018
The University of Edinburgh

Winner OxHack 2018 · Oxford University   Nov. 2018

Runner-Up Tank Wars · Morgan Stanley   Oct. 2018
Morgan Stanley Challenge at GUTS Hackathon 2018

Gold Medal · Delhi Public School Noida   Dec. 2017
For six consecutive years of academic excellence

Activities

Edinburgh University Trading and Investment Club · Member

CompSoc · Member

Edinburgh University Pool and Cue Sports Club · Member