ARCHIT ANAND

BENGALURU,INDIA

|arcanand999@gmail.com|Linkedin | Github |Leetcode| Website

EDUCATION

- **PES University, Bengaluru**
  B-Tech in Computer Science and Engineering   2021–Current

- **Rajendra Vidyalaya, Jamshedpur**
  o ISC 2021   − 93 %
  o ICSE 2019   - 96.4%

PROJECTS

- **FRAMESCRIPT: NARRATIVE SYNTHESIS FROM IMAGE SEQUENCES**|LLM |TRANSFORMERS|ENCODER-DECODER|
  o Utilized Encoder CNN (Inception v3-based) and Decoder RNN (LSTM-based) for image captioning along with an MPT-7B-Instruct model for story generation.
  o Incorporated Attention with Linear Biases (ALiBi) and Flash Attention.
  o Achieved a BLEU score of 0.77.

- **BOWL BUDDY** | COMPUTER VISION | DEEP LEARNING | REVERSE IMAGE SEARCH |
  o Predicted bowler injury susceptibility by analyzing joint angles and historical injury data.
  o Achieved a high accuracy of 95% with an F1 score of 97.
  o Research paper to be published in ICT4SD 2024 – Goa, India, under the Springer publication conference in August 2024.

- **EL CLASSIFY** | DEEP LEARNING | ENSEMBLE LEARNING |
  o Implemented and compared 7+ classifiers for a music recommendation system.
  o Achieved the best accuracy of 92% through an ensemble of XG Boost and CatBoost.
  o Participated in a Kaggle competition, securing the 14th position out of 100+ teams.

- **PEREGRINE: HIGH-ALTITUDE STOCK MARKET INSIGHTS**|FEATURE ENGINEERING |TIME SERIES FORECASTING |REGRESSION ANALYSIS|
  o Predicted future stock closing prices and recommended 3 major actions (buy, hold, sell).
  o Achieved an accuracy of 91%.
  o Participated in a Kaggle competition, securing the 60th position out of 273 teams.

SKILLS

- **LANGUAGES**: Python, C, C++, JAVA
- **Machine Learning Tools**: TensorFlow, PyTorch, Scikit-learn
- **Computer-Vision** : OpenCV, YOLO, MediaPipe
- **Architectures**: Deep Neural Networks, VAE, RAG, GAN, Diffusion
- **Web-Development**: React, Next.js, Tailwind CSS, MongoDB, MYSQL

EXPERIENCES

- **Summer Intern |PESU Research Foundation**
  June 2024- August 2024(ongoing)
  - Developing a waste segregation technology that distinguishes between 3 major classes -plastic, glass and steel.

- **Summer Research Intern |Sports Technology and Analytics Research Centre (STARC)**
  June 2023 - August 2023
  - Developed "Bowl Buddy," a deep-learning model that analyzed bowling techniques.
  - Trained the model using extensive self-generated datasets consisting of 1000+ optimal and injury-prone actions, enabling bowlers to refine their technique by comparing their actions with the model's recommendations, minimizing modifications for improved performance and injury prevention.

- **Centre for Innovation and Entrepreneurship, PES University**
  August 2022 -November 2022
  - Built a startup from scratch, overseeing the 3 major feasibility criteria -social, economic, and technical.
  - Ensured workflow management and created a marketing strategy as well.

- **Data Structures/Python/JAVA Tutor | Urban Pro | Freelance**
  December 2021- Present
  - Taught data structures, Python, and Java to 5+ undergrad students.