

# ARCHIT ANAND

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## EDUCATION

- **PES University**

B-Tech in Computer Science and Engineering

2021–Current

- **Rajendra Vidyalaya**

ISC 2021 – 93 percent secured

ICSE 2019 -96.4 percent secured

## PROJECTS

- **BOWL BUDDY** | COMPUTER VISION | DEEP LEARNING | REVERSE IMAGE SEARCH |

Led the development of a sophisticated deep learning model for bowler analysis. The model, focused on predicting injury susceptibility, thoroughly analyzed bowlers' actions, considering factors such as joint angles, force distribution, and historical injury data. At the landing stage, it applied pose estimation principles, classifying actions as injuryprone. Leveraging a vast training dataset, the model provided actionable insights by suggesting subtle adjustments via a suggested action which was really similar to their original action but less prone to an injury to minimize injury risk while preserving the bowler's unique skill set. The model incorporated **CNN** for image classification, **YOLO** for object identification, and **Mediapipe** for precise pose estimation. A **reverse image search** mechanism was implemented to offer personalized action recommendations.

- **ALPHABET** | COMPUTER VISION |

Led the development of an innovative real-time text and speech analyzer leveraging computer vision and machine learning to identify and correct writing and pronunciation errors in specific alphabets. This project aimed at automating primary education processes, enabling children to grasp basic alphabets and perfect pronunciation through interactive trial and error.

## SKILLS

- **LANGUAGE:** Python ,C/C++,JAVA ,SQL
- **ML/STATS** : sklearn,Tensorflow,pandas,Numpy
- **COMPUTER VISION** : Mediapipe,yolo
- **PROBLEM SOLVING** : data structures and algorithms
- **FRONT END WEB DEVELOPMENT** : ReactJs

## EXPERIENCES

- Summer Research Intern | Sports Technology and Analytics Research Centre (STARC), PES University

**June 2023 - August 2023**

As a Research Intern at STARC, PES University, I spearheaded the development of "Bowl Buddy," a pioneering deep learning model that analyzed cricket bowling techniques. My role involved training the model using extensive datasets of 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**

As a team lead, I initiated and developed a startup from scratch, overseeing feasibility analysis (social, economic, and technical), workflow management, and marketing. This role expanded my understanding beyond technical aspects, providing a holistic perspective on the dynamics of running an institution.