ARIB SHAN

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EDUCATION

Indian Institute of Technology Kharagpur
Bachelor of Technology (CGPA: 8.40 / 10.0)   Nov 2020 - Jun 2024

WORK EXPERIENCE

Turing   Remote
Software Engineer   Jun 2024 – Present
- Fine-tuned Gemini's hyperparameters by leveraging SFT and RLFH to optimize the model performance for real-world applications
- Experimented with function calling in LLMs for interaction with external applications, enabling more dynamic and context-aware interactions
- Developed a Slack integration for Turing's internal labeling tool, enhancing team productivity by creating a seamless workflow

Accenture [Certificate**]**   Bangalore, India
Advance App Engineering Analyst Intern   Jun 2023 – Aug 2023
- Worked on a live project to develop a synthetic data generator to enhance data privacy and mitigate real-world biases on diverse datasets
- Designed a scalable architecture using GANs and multivariate Gaussian models, maintaining data integrity and statistical distribution
- Implemented a flexible model supporting Excel, CSV, JSON, MongoDB, MySQL, PostgreSQL, and MariaDB data formats for data generation
- Built and deployed a Streamlit dashboard to visualize the synthetic data generation process, providing real-time feedback on data quality

Qurial.AI [LoR**]**   Kharagpur, India
Front-end Developer Intern   Jan 2023 – Mar 2023
- Designed a visually captivating front-end for the startup's website, enhancing user experience and increasing the website's engagement
- Integrated OpenAI APIs to provide personalized post-visit patient support, enhancing the API communication for real-time interaction
- Focused on ensuring seamless API communication and improving the reliability of data transmission between frontend and backend systems

UpUGo [Certificate**]**   Remote - India
Game Developer Intern   May 2021 - Jul 2021
- Streamlined an innovative fitness boxing game intending to revolutionize home-based exercise with gamification using Unity Engine
- Integrated OpenCV for capturing real-time motion tracking through users' webcams, seamlessly synchronizing it with in-game characters
- Successfully developed and optimized the web-based game and embedded it on the company's website, amplifying the user engagement

DEVELOPMENT PROJECTS

Web-based Promotional Game | ZEE & Antino Labs - [Link**]**
- Conceptualized and constructed a three-level game for promotion of the movie 'Love Dangal' from scratch in a tight deadline of 10 days
- Designed and created a range of captivating assets and animations, optimizing them to seamlessly integrate with the web using React
- The web-based game received an engagement of over 3,00,000 people across India and more than 5,000 registrations on the platform

Virtual Reality Laboratories | Prof. Kaushal Bhagat [Link**]**
- Engineered an application aimed at facilitating training for the intricate processes of silicon fabrication utilizing sophisticated machinery
- Employed virtual reality to craft an immersive, intuitive, and realistic training environment for a more effective learning experience
- Formulated a user interface that navigates through various processes of the machine, providing real-time feedback on the experiments

Interactive Learning Application | Prof. Sudeshna Kolay [Link**]**
- Compiled an android application to make the learning process more fun and interactive for students studying in classes one and two
- Merged education with entertainment utilizing various mini-games, levels, and artworks covering the latest elementary school syllabus

TECHNICAL SKILLS

C++, Python, C, SQL, JavaScript, React, Github, Docker, AWS, Unity Engine, Unreal Engine, MATLAB, NLP, Machine Learning, OpenCV

AWARDS AND ACHIEVEMENTS

- Competitive Programming Ratings | Codeforces : 1927 (Candidate Master) | Leetcode : 2329 (Guardian) | Atcoder : 1573
- Candidate Master: Ranked within the top 200 highest-rated active competitive programmers in India on Codeforces

POSITIONS OF RESPONSIBILITY

Head of 3D Graphics | Computer Graphics Society, IIT Kharagpur   Aug 2022 - July 2023
- Supervised a multitude of projects, directing 40+ developers in game development, 2D & 3D graphics, and extended reality
- Collaborated with IIT Kanpur and IIT Guwahati to successfully host a nationwide Game Jam, 'ReSpawn', gathering over 200 participants