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EDUCATION

Pune Institute of Computer Technology, Pune— *BE*

2013 - 2017

Scores:

First Year: 78.92%

Second Year: 69.86%

Third Year (Sem I): 69.33%

Loyola High School and Junior College, Pune— *HSC*

2012 - 2013

Score: 84.17%

Loyola High School and Junior College, Pune— *SSC*

2010 - 2011

Score: 89.09%

PROJECTS

Face recognition using PCA— *Mini Project*

An application was developed for human face recognition using Principal Component Analysis. The application was tried on 100 people and a data-set containing 1000 images. The accuracy obtained was in the range of 72%-75% depending on the lighting conditions at the time of testing. Programming environment used - Matlab.

Event Reporting System— *Mini Project*

Initially a wireless embedded solution was developed for the garbage problem faced in smart cities using Arduino and ESP8266. It was further extended to an event reporting system with the addition of mobile application. This project was entirely developed by a group of 5 in a time-span of 24hrs. Programming environment used - Arduino, NodeJS, Java.

SKILLS

Data Structure And Problem Solving.

Machine Learning.

Operating Systems (Linux) and Embedded systems.

Computer Networks.

Information security/ Cryptography.

LANGUAGES

Proficient: Shell scripting, C, C++, Python, Octave

Familiar with: Java, Matlab

GITHUB LINK

https://github.com/abhix95

Hard disk and CPU temperature monitoring system— *Mini Project*

A simple application to analyze S.M.A.R.T. data to keep check on hard-drive health and warning user of bad sector development. Also an utility to log individual CPU core temperatures for usage analysis was implemented. Programming environment used - Bash Shell.

XOdia— *An AI Competition between programmed bots*

Implementation of judging, validation, etc logic for the following games:

I. EnSquare

The game consists of two player making either horizontal or vertical edges between any 2 consecutive dots in a 2-dimensional grid of dots. When more than two edges of a 1*1 box are occupied by same player he gets a point for that square and he captures the remaining edge of that box. The player with maximum points wins.

II. Grow

This game consists of a grid. Players start from a leaf node and go on occupying further branches. One branch leads to two branches in next move. The player with larger tree or the player with maximum number of edges wins the game.

Programming environment used - Python.

Restricted Boltzmann Machines- *Seminar*

Understanding basic mathematics Restricted Boltzmann Machine and implementing a basic 10 digit classifier. Programming environment used - Octave.

AWARDS / POSITIONS

- Selected among top 30 teams for Digital Pune Hackathon arranged by Persistent Systems, Pune.
- Organizer of multiple events for IEEE R10(Asia-Pacific region)
- Successful completion of Machine Learning course by Stanford University (https://www.coursera.org/account/accomplishments/certificate/2UP43PDCXFJX)
- Senior Council Member of PISB (PICT IEEE Student Branch)
- Volunteer for Credenz'13, Credenz'14 (A Technical Fest of PISB)
- Organizer of Credenz'15 (A Technical Fest of PISB)