

Chaitanya Malhotra

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EDUCATION

- **Scaler Academy** Online
Certification, Computer Science 2022 - 2023
- **Manav Rachna International Institute of Research and Studies** Faridabad, India
Bachelors in Electronics and Communication Engineering 2016- 2020
- **Delhi Public School, Dwarka** Delhi, India
2002-2016

EXPERIENCE

- **Cactus Communication** Mumbai, Maharashtra, India
Software Engineer December 2023 - Present
 - **Cactus Labs:** NLP and Computer Vision solutions. Focus on exploratory tasks.
- **Cactus Communication** Mumbai, Maharashtra, India
Full Stack Intern August 2023 - December 2023
 - **Cactus Labs:** Developed multiple suite of solutions for the company's internal use. Used NLP libraries like Spacy and NLTK for text processing. Worked on multiple pretrained models like MobileBERT, BERT, RoBERTa, Xception, etc. for text and image classification and finding similarity. Deployed the solutions on AWS Lambda and Amazon ECS.
- **NVIDIA High-Performance Computing Lab** Bengaluru, Karnataka, India
Machine Learning Intern July 2019- August 2019
 - **Re-training SSD MobileNet:** Object Detection using SSD MobileNet on the COCO dataset. Retrained and deployed the model on the Jetson Nano.
- **Texas Instruments Centre for Embedded Product Design** New Delhi, Delhi, India
Summer Intern June 2019 - July 2019
 - **Embedded System Design:** Worked on PCB designing and embedded system design. Software used: Eagle, Proteus, Arduino IDE. Hardware used: Arduino Uno, Raspberry Pi 3B+, ESP8266, ESP32, NodeMCU, etc.
- **Technoplanet Labs** Faridabad, Haryana, India
R&D Intern September 2018 - February 2019
 - **STEM Education:** Worked on STEM education and robotics. Developed multiple projects using Arduino and Raspberry Pi.

PROJECTS

- **Moon Phase Calculator:** Implemented a web application that shows the current moon phase using pyephem, Skyfield API and three.js for rendering of 3D model. Used Flask Framework for web services and HTML, CSS and three.js for front end.
- **2 Player Chess WIP:** Implemented a web application that allows two players to play chess. HTML, CSS and Javascript used.
- **Sudoku Solver:** Implemented a web application that solves Sudoku Puzzles using Set Theory, Recursion and Backtracking. Used Flask Framework for web services and HTML, CSS for front end

PROGRAMMING SKILLS

- **Languages:** Python, Javascript, C++, SQL, Javascript, HTML, CSS, LaTeX **Technologies:** AWS, Three.js, GCP
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