Parijat Bhatt

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Portfolio website: https://bhparijat.github.io/

EDUCATION:

- **Oregon State University,** Corvallis OR — Sep 2018 - Oct 2020
  Master of Science in Computer Science — GPA: 3.7
  Courses: Machine Learning, Deep learning, Statistics, Artificial Intelligence, Reinforcement learning, Computer Architecture, Operating Systems, Database Management Systems, Hypothesis Testing.
  Graduate Research: Monte Carlo Planning and Deep Learning for card game Klondike Solitaire under Prof. Prasad Tadepalli.
- **Indian Institute of Technology,** Dhn India — 2013-2017
  Bachelor of Technology in Engineering — GPA: 3.6

EXPERIENCE:

Graduate Teaching Assistant | Oregon State University | Corvallis, OR (Sep 2019 -

- Helped students with **bash programming and SQL** concepts for OS and DBMS class.

Data Analysis Intern | **Hemex Health Inc. | Portland, OR** (June 2019 - September 2019)

- **Engineered new features** to analyze data and thus help in classification.
- Experimented with machine learning models such as **AdaBoost**, **Decision Trees**, **Kernel-SVM and Logistic Regression** for **classification task**.
- Created **Python scripts** for tasks automation.

Associate Software Engineer | **CGI, India** (August 2017 – July 2018)

- Developed **front-end** for web applications using **angular 2**, angular material, flex-layout, CSS3.
- Implemented **chat messaging** using **Redis**, **MongoDB**, Sockets and Cassandra for client and server.
- Created **server side architecture** for the same using **ExpressJS** while consuming microservices.

PROJECTS:

Linear Model for Ames Housing Dataset:
Created an explanatory model using **lasso regression**, **backward elimination** and **box-cox transformation**. Applied **ANOVA and T-tests** to test significance of explanatory variables. Link

Recommendation System
Used **Apache spark** to create a recommendation system for 10 million movies by implementing collaborative filtering. Link

Monte Carlo Tree Search for Pong:
Created a **Monte Carlo Tree Search and CNN model** to get an action selection policy for the game. Link

Image Inpainting:
Implemented **Partial Convolution** using **UNET architecture** for a synthetic map database of images to recreate map in image holes, learn T-points and loop closures. Link

Parallel Reinforcement Learning:
Leveraged parallel computing of Intel Dev Cloud to implement **Value Iteration, Policy Iteration, Q-learning, SARSA and Deep-Q-Network** using Ray Library. Link

Web Scraper
Used **BeautifulSoup** library to implement a **web crawaler** that could **scrape reviews** of restaurants in SF from **Yelp website**. Link

SKILLS:

Languages: Python, C, R, JavaScript **Web Technologies:** NodeJS, Angular
Databases: MySQL, MongoDB **Libraries/Framework:** Pandas, PyTorch, NumPy, SciPy, Scikit-learn
Tools/Platform: Git, Linux, JSON, Google Cloud Platform, Apache Spark, MS Excel, Tableau, GGPLOT