Bhavik Vijay Patel

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ACADEMIC DETAILS				
Degree	Specialization	Institute	Year	CPI/%
B.Tech.	Computer Science and Engineering	IIT Gandhinagar	2022-Present	8.61
Class XII	Physics, Chemistry, Maths	St. Paul School, Nagpur	2021-2022	90.5
Class X	· ·	Priyadarshini School, Nagpur	2019-2020	96.8

PROJECTS

Local Hosting Quiz App

[May '24 - Present]

(Prof. Balagopal Komarath, IIT Gandhinagar) | Project Link

- Developed a Flask-based quiz app for institute professors, featuring real-time question control and minimizing cheating through local hosting and random number verification.
- Implemented attendance verification using random number generation, ensuring quiz access only for students present in lecture hall.
- o Designed and managed robust database to support seamless functionality and data integrity of the web app.

Text Generator based on next character prediction using MLP

[Feb '24 - Mar '24]

(Prof. Nipun Batra, IIT Gandhinagar) | Project Link | App Link

- Developed and deployed a character prediction pipeline using context from preceding characters for text generation.
- Trained models on diverse corpora including Shakespeare's writings and LaTeX code, with extensive hyperparameter tuning to evaluate and compare model performance.
- Deployed a Streamlit application for interactive selection of hyperparameters such as block size and embedding size, providing real-time output visualization of the trained models.

• Human Activity Recognizer Analysis

[Jan '24 - Feb '24]

(Prof. Nipun Batra, IIT Gandhinagar) | Project Link

- Analyzed and processed the UCI-HAR dataset, featuring time-series accelerometer data from thirty subjects engaged in six activities: walking, sitting, standing, running up, running straight, and running down.
- Leveraged TSFEL library to extract out features from the time-series, performed Principal Component Analysis (PCA) for dimensionality reduction.
- Trained a Decision Tree model on featurized data and achieved a 76% accuracy on activity classification using data collected from the Physics Toolbox Suite app for testing.

• Algorithmic Solutions of various Games using data structures

[Sept '23 - Nov '23]

(Prof. Balagopal Komarath, IIT Gandhinagar) | Project Link

- Implemented functions for optimal move selection in two-player games such as Connect4, Game of Sim, and Tic-Tac-Toe using graph traversal algorithms.
- Developed solutions for games like Up-it-Up, puzzle8, and 2x2x2 Rubik's Cube Solver, employing efficient numeric encoding strategies to minimize computational complexity in storing moves and board positions.

• Analysis of Datasets using Probability and Statistic

[Jan '23 - Mar '23]

(Prof. Shanmuganathan Raman, IIT Gandhinagar) | Project Link

- Performed in-depth statistical and probabilistic analysis on datasets, including US Higher Education and Grand Slam Tennis, to extract key structural insights and information.
- Discovered key insights using visualization techniques with Python libraries like NumPy, Seaborn, Matplotlib and Pandas.

TECHNICAL SKILLS

- **Programming Languages:** Python, C++, Verilog, HTML, CSS, SQL, Javascript.
- Tools: : Xilinx Vivado, LATEX, Git, Arduino UNO, Autodesk Inventor.
- Libraries: : Numpy, SciPy, Pandas, Matplotlib, Seaborn, TensorFlow, Tensorboard, Scikit-Learn, Stramlit, Flask.

ACHIEVEMENTS

- Felicitated with **Dean's List Award** IITGN for **Semester I**, **II** for excellent academic performance.
- Secured 5th Rank in Competitive Programming Section of HackRush, IITGN's Annual Hackathon
- Secured an All India Rank of 7001 in the Joint Entrance Exam (Advanced).

RELEVANT COURSES

• Institute Courses: Machine Learning, Data Structures and Algorithms-I, Data Centric Computing, Probability Statistics and Data Visualisation, Calculus of Single Variable and Algebra, Calculus of Several Variables, Discrete Mathematics.

POSITIONS OF RESPONSIBILITY

Team Member | Blithcrone | Annual Cultural Fest | IIT Gandhinagar

[Jan '23 - April '23]

• Team Member | Odyssey | Astronomy Club | IIT Gandhinagar