Adrish Dey

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EDUCATION

NETAJI SUBHASH ENGINEERING COLLEGE
B.Tech - Computer Science and Engineering
Expected May 2021 | Kolkata, India
CGPA: 7.59/10

GURUDAS TARASUNDARI INSTITUTION
Grad. May 2017 | Berhampore, Murshidabad, India
WBCHSE: 82.4%

MARY IMMACULATE SCHOOL
Grad. May 2015 | Berhampore Murshidabad, India
ICSE: 94.33%

LINKS

Github:// **captain-pool**
LinkedIn:// **captain-pool**
YouTube://
UCc6GiWDMPOuCDhngnwLVZrw
Twitter:// **@Dev_Adrish_1998**

COURSEWORK

UNDERGRADUATE
Data Structure and Algorithms
Computer Organization

TEACHING

GOOGLE DEVELOPER'S STUDENTS CLUB
Guest Coordinator at the biggest MLCC Study Jam, Kolkata

SKILLS

PROGRAMMING
Work Experienced
- Python • LaTeX
- C • CSS • PHP • Javascript
- Shell • C# • HTML5/CSS
Familiar:
- C++ • MySQL • Linux Kernel API • Arduino

EXTRA CURRICULAR

GNX - The official Linux User Group(NSEC): **President**

EXPERIENCE

TENSORFLOW | Google Summer of Code
May 2019 - Present | Online
Adding support to new Modules in Tensorflow Hub. More of my project description can be found here.
`https://summerofcode.withgoogle.com/projects/#4662790671826944`

TENSORFLOW | Opensource Contributor
I contribute to Tensorflow Core and Tensorflow Datasets (TFDS). I've added support for:
Mozilla CommonVoice Dataset PR: #161, Stanford Online Products DatasetPR: #238, Fixed FTP Downloader PR: #242, Fixed the DatasetBuilder and Added Unittest for nsynth dataset PR: #184

TECHNICAL REVIEWER | Packt Publication
April 2019 - Present | Online
I'm Currently Reviewing Packt Pub's Book on Deep Learning for IOT

I & WE | Computer Vision Engineering Intern
January 2019 - Present | Kolkata, India
Building a Face Recognition based security system, running on a distributed network of Raspberry Pi.
Jun 2018 – August 2018 | Kolkata, India

AWARDS

2018	National	NASA SpaceApps Challenge Finalist
2018	2nd/150 teams	NASA SpaceAppsChallenge Regional
2018	Regional	ACM Kolkata Chapter B.Tech Awards Finalist

PROJECTS

SHADOW FIGHTERS | HACKATHON
Created an Unity 3D VR Game,with a team of 4 members at HackInTheNorth.This Game connects with the PC Webcam and uses In Browser Tensorflow.JS to estimate human pose and Shadow Fight in the Virtual World, without the need for any Extra Hardware.
`https://github.com/subzero-hackinthenorth`

6.042 RULES! WEBSITE | PERSONAL
6.042 Rules! was a free online course for teaching MIT's 6.042J Class, coordinated by students who have taken this class. The Web Platform is taken down, however, around 300 students from around the globe registered for this course, when it was hosted.
Languages Used: PHP7(*Backend*),JavaScript(*Frontend Scripting*)
The Course website is open-sourced at:
`https://github.com/captain-pool/6.042-Rules-Website`

PLAYIT | PERSONAL
A lightweight Windows Metro Media Player App
Language Used: C#.NET
The project is open-sourced at: `https://github.com/captain-pool/Play_It`

DEEP CONVOLUTIONAL GENERATIVE ADVERSARIAL NETWORK | PERSONAL
Implemented `https://arxiv.org/pdf/1511.06434.pdf` using Keras
Language Used: Python
Code open-sourced at: `https://github.com/captain-pool/DC-GAN`