Adrish Dey

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EDUCATION

NETAJI SUBHASH ENGINEERING COLLEGE

B.Tech - Computer Science and Engineering
Expected May 2021 | Kolkata, India
CGPA: 6.83/10

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:// **@captain__pool**

TEACHING

Machine Learning Trainer | I&We

Jun 2019 - Jul 2019 | Kolkata
Provided mandatory Industrial Training to a group of 43 Final Year students on Machine Learning with TensorFlow.

SKILLS

PROGRAMMING

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

EXPERIENCE

TENSORFLOW | Google Summer of Code

May 2019 - Present | Online

- Added Cloud TPU Samples and Tensorflow 2.0 Sample for Tensorflow Hub

- Implemented and trained Enhanced Super Resolution GAN (https://arxiv.org/pdf/1809.00219.pdf) to export to `tfhub.dev`

- Implmented GAN Distillation on ESRGAN to reduce inference time, and built a Proof of Concept media player which uses image super resolution to perform framewise inference on a 180x270 bicubically downsampled video frame to produce 720x1080 video frames, on the fly, @ 5 Frames per second.

More of my project description can be found here.
`https://summerofcode.withgoogle.com/projects/#4662790671826944`

TECHNICAL REVIEWER | Packt Publication

April 2019 - May 2019 | Online
I Reviewed Packt Pub's Book on Deep Learning for IOT

COMPUTER VISION ENGINEERING INTERN | Covicas | I&We

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.
The source is open-sourced at:
`https://github.com/captain-pool/6.042-Rules-Website`

PLAYIT | PERSONAL

A lightweight Windows Metro Media Player App
The project is open-sourced at:
`https://github.com/captain-pool/Play_It`

DC-GAN | PERSONAL

Implemented `https://arxiv.org/pdf/1511.06434.pdf` using Keras
Code open-sourced at: `https://github.com/captain-pool/DC-GAN`