

Adrish Dey

Python Programmer, Deep Learning Enthusiast
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EXPERIENCE

Google Developer Students Club, Kolkata — MLCC Coordinator

August 2018 - PRESENT

Coordinator at Google DSC Kolkata in Google Machine Learning Crash Course

DrAlveX, Kolkata — Founder, Lead Coordinator

July 2018 - Present

Artificial Intelligence Forum.

Internshala, Kolkata — Campus Ambassador

July 2018 - September 2018

Internshala Campus Ambassador under ISP 10 programme.

EDUCATION

Netaji Subhash Engineering College, Kolkata — B.Tech CSE

July 2017 - Present

Gurudas Tarasundari Institution, Berhampore — Higher Secondary

July 2015- April 2017

Mary Immaculate School, Berhampore — ICSE

July 2015- April 2017

SKILLS

Python, PyQT, scikit-learn,
Tensorflow, Keras,
C,C++,C#.NET,Unity3D, PHP,
Javascript, jQuery,
HTML5/CSS, SQL, Linux
Kernel API, Bash
Shell,Arduino

AWARDS

2nd Position, NASA Space
App Hackathon, Zonal,
Eastern India Zone.

Finalist, ACM Kolkata B.Tech
Awards, 2k18

LANGUAGES

English, Hindi, Bengali

Github Link

<https://www.github.com/captain-pool>

PROJECTS

Saavn Downloader — *A Python based tool which uses MITM attack to download Paid Music from Saavn, for FREE.*

Saavn is one of the widely used Music Streaming Service in India. Saavn is a free service but one needs to Pay to download Music from Saavn and playing the Offline. I wrote an application that download high quality music from saavn, without the need of any paid attack

The Project is open sourced at:

https://github.com/captain-pool/saavn_downloader

SRGAN — *Photo-Realistic Single Image Super-Resolution Using a Generative Adversarial Network*

It's a research paper, by Ledig. et. al. that I implemented.

Paper link: <https://arxiv.org/abs/1609.04802>

<https://github.com/captain-pool/SuperRes-GAN>

Passassin — *Password Guessing using Recurrent Generative Adversarial Network*

It's a research project, of mine, yet to be published

DCGAN — *Deep Convolutional Generative Adversarial Network for MNIST Handwriting Generation*

<https://www.github.com/captain-pool/DC-GAN>

Unity 3D Ball Game Simulation with Deep Reinforcement Learning

https://github.com/captain-pool/Ball_Balance_ML_Agent

6.042 Rules! — *MOOC Website for Teaching Discrete Maths as provided by MIT 6.042J class by Prof. Tom Leighton and Marten Van Dijk*

<https://github.com/captain-pool/6.042-Rules-Website>

Shapes, (Unity3D Game) — *Infinite Runner Game using C# and Unity3D Framework*

https://github.com/captain-pool/Unity_3D_Game

PlayIt — *Windows 8 Metro App of All-In-One Media Player*

https://github.com/captain-pool/Play_It