# **Kunal Wagh**

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#### **EDUCATION**

## B.Tech Computer Science and Engineering with specialization in Data Science

MGM's Jawaharlal Nehru Engineering College

August 2021 – 2025 8.87/10 CGPA (till 6<sup>th</sup> semester)

#### **Higher Secondary Education -12th HSC Board**

Vidhyadham college of Science, Aurangabad

August 2019 – 2021 93 percentage

## Secondary Education -10th ICSE Board

Podar International School ICSE

August 2018 – 2019 88 percentage

#### **KEY SKILLS**

Languages: Python, C, Arduino C, Java(OOP), SQL, HTML/CSS/PHP/JS, React JS, C#

**Tools and Libraries:** Langchain, Open CV, TensorFlow/Keras, NumPy, Pandas, Tkinter, Matplotlib, Scikit-learn, Arduino IDE, Unity, MySQL, Python-Django, Vite, Android studio/Flutter(Basics)

Technical: GenAl, RAG's, Machine Learning, Deep Learning, Statistics, IOT, Data Structures, Competitive programming, GitHub

#### **INTERNSHIP EXPERIENCE**

## AI/ML Developer, YUG-E-VISUALS(Remote)

July 2024 - Present

# GenAl Intern, Cognizant Digital Solutions(Onsite)

June 2024 - July 2024

- Developed a voice assistant tool for a Flexible Production System (FPS) using Python, LLM, and RAGs
- Developed a Streamlit GUI enabling PDF upload for contextual information retrieval, and integrated a prompt-based querying system with LLM for real-time assistance.
- Skills acquired: GenAl, LLM's, RAG's, Langchain, Ollama, Streamlit, Prompt-based querying.

#### AI/ML Trainee, Versatile Technology(Onsite)

**August 2023 – October 2023** 

- Delivered two groundbreaking projects in chatbot development and attendance management systems using face recognition, both powered by Python and Machine learning.
- Skills acquired: Machine Learning, Data preprocessing, Python, Analysis, Optimization, Problem solving.

#### **PROJECT EXPERIENCE**

## **GenAl RAG-Based Voice Assistant (Cognizant)**

- Developed a voice assistant for FPS(Flexible Production System) using **GenAl** and **RAG** techniques, integrating **LLMs**(Mistral7b) for dynamic, context-aware responses. Utilized **Chroma and Ollama** for managing embeddings.
- Built a Streamlit GUI for document uploads and contextual information retrieval, with backend Python functionalities.
- Skills acquired: GenAl, RAG, LLM's, Langchain, Streamlit, Python, Chromadb, Ollama, Prompt-based querying.

# **Lung Capacity Enhancing Game Prototype and Website**

- Developed an Arduino-based prototype to **enhance lung capacity**, using **Arduino C** Programming and Hardware Integration, with a **ReactJS** frontend for data recording and real-time graphs via **Google Charts**.
- Implemented backend with Python Django Rest Framework and enabled device connection through Google Chrome Bluetooth API, gathering feedback from over 150 participants.
- Skills acquired: IOT, ReactJS, Python-Django Rest Framework, Arduino C Programming, Hardware Integration, Hardware designing, Healthcare Research.

# VR Game development in Unity using GC plugin (Funded project)

- Developed a VR game for pulmonary rehabilitation in kids, programming Arduino C for wireless interaction with Bluetooth and pressure sensors to improve breathing efficiency in children.
- Skills acquired: Arduino C programming, Unity Game Development, C#, Hardware-Software Integration, Virtual Reality (VR), Project Management, Teamwork.

#### **Devnagiri Sign Language Recognition**

- Collected approximately 1000 images data from sample size of 21 people.
- ❖ Implemented Google Mediapipe to generate hand coordinates, applied LSTM/CNN/RandomForest and Inception V3(CNN) model to predict sign gestures. Acquired an accuracy of +95% on CNN model.
- **Skills acquired:** Python, Machine Learning, Deep Learning Data Collection/Labelling, Image Processing, Augmentation Natural Language Vendor Assistant(Versatile Technology)
  - Built an AI chatbot and used the preprocessed data to train NER model coded in Python using Keras and TensorFlow. Employed NLP techniques for dynamic conversations.
  - Collected and preprocessed data from 80 people using Google Forms, employing tokenization and lemmatization/stemming techniques.
  - Skills acquired: Python Programming, TensorFlow/Keras, Chatbot Development, Model training, Manual Testing, Data collection and Preprocessing.

#### <u>Face Recognition Attendance Tracker(Versatile Technology)</u>

- Augmented and labeled data from 50 people, employed OpenCV for image processing and Tkinter for GUI development, demonstrating expertise in Machine Learning and CNN.
- Implemented SQL for database management, ensuring seamless data storage and retrieval.
- Skills acquired: Machine Learning, Image processing, Computer Vision, CNN, Python Face-Recognition, Open-CV, Tkinter, SQL, GUI development, Data Base Management.

## <u>Twitter Sentiment Analysis for Depression Detection</u>

Skills acquired: Python-NRCLex Library, Machine Learning-K-Nearest Neighbor, Logistic Regression, Neural Network, Seaborn, Data Analysis, Data cleaning.

#### **Green Building Model**

# Attendance Prediction and Tracking App (Android Studio)

#### **VOLUNTEER EXPERIENCE**

- Geeks for Geeks Chapter (GFG) MGMU (June 2024-present): Chairperson, MGMU GFG student chapter
- National Service Scheme (NSS) JNEC (August 2021-present): Student Head Coordinator of Social Service programs
- Training and Placement Cell MGMU (June 2023-present): Active member of training and placement

# **HONORS/AWARDS**

- Secured place in top 100 among 50,000+ teams globally in Google Solutions Challenge2024.
- Winner of "Cognizant Digital Nurture Technoverse2023" hackathon amongst 54 teams and 216 participants.
- Secured second place amongst 120 teams in the Young Indians Innovation (YII IDS3 CII), earning a prestigious
  Rs 100,000 cash prize for the project Lung Capacity Enhancer.
- Conducted/Managed a comprehensive C programming workshop attended by over **150+ second-year** college students.
- Achieved the Grandmaster title in SIP Abacus, secured 1st Runner-up at the National Abacus Championship (Bangalore) amongst 1500 competitors.
- Represented MGM university at inter-university National Level Badminton.