Deepti Mahesh

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WORK EXPERIENCE

JULY 2019 – PRESENT

Cognitive Science Labs, Hyderabad
Research Intern

Analyse and parse through dataset involving eye tracking of drivers during daylight. Create and apply models and generate observations based on perception and visual memory of a set of participants.

MAY 2019 – JULY 2019

Happiest Minds Technologies, Bangalore
Data Analyst

Worked on Business Intelligence, Machine Learning and Explainable AI on a dataset and used tools such as Plotly Dash to create a dashboard for a visual demo.

AUGUST 2018 – NOVEMBER 2018

IIIT Product Labs, CIE, Hyderabad
Application Developer

Led a three person team in building a POC using LTRC and Google Translation APIs to translate patient informed consent forms into regional languages for medical trials.

RELEVANT COURSES

C Programming ● Algorithms ● Data Structures ● Operating Systems ● Statistical Methods in AI ● Artificial Intelligence ● Software Systems and Development ● Introduction to Databases ● Database Systems ● Engineering Systems ● Computer Networks ● Automata Theory

SOFTWARE SKILLS

OPERATING SYSTEMS	Linux (Ubuntu, Kali), Windows
PROGRAMMING	C, Python, Core Java, C++, Go, C#, Bash
WEBDEV	HTML5, CSS, JS, Plotly Dash, React
TOOLS AND LIBRARIES	Git, LaTeX, Shell, NumPy, OpenCV, Matplotlib, Pandas
DATABASES	mySQL, BaseX (XQuery,Basic), neo4j

EDUCATION

2017 – 2021	**International Institute of Information Technology** BACHELOR OF TECHNOLOGY *Hyderabad, India*

EXTRACURRICULAR

- Editorial team and Writer at Ping! (College magazine)
- College Sports Coordinator (2018-2019)
- Mentor for incoming freshmen (2018)
- Volunteer at Sri Ramana Maharishi Academy for the Blind (2015)
- Hobbies: Art, Design and Sketching, Writing, Journal-ing

PUBLIC PROJECTS

2019	**Data Analysis (Python)** *Implemented various statistical methods used in AI and machine learning by practising with datasets such as various Face Classifiers, MNIST, C-FAR, Wine etc*
2019	**GameJam (Unity, C)** *Participated in the GFG GameJam organized by the Indo-American Consulate to create a game for social causes.*
2019	**Tic Tac Toe Bot (Python)** *Bot built for AI course using min-max algorithm and alpha-beta pruning.*
2018	**Game Dev (OpenGL, WebGL, C++)** *Built numerous games including Mario Terminal game, Subway Surfers clone, Flight Sim, Space Invaders and Jetpack Joyride for various college courses.*
2018	**Rumour (SocketIO, Flask)** *Led a team of two in making a web application for using private chat rooms.*
2018	**Linux Shell (C)** *Created a shell to mimic Bash (Linux) and support features like piping and other commands. Implemented multi-proxy server with blacklisting features.*
2018	**Quiz Portal (ReactJS and Go)** *Built a web app to support a variety of formats of quizzes.*
2017	**Website Design (HTML5, CSS, JS)** *Built a website hosted on IIIT server*