

# Deepti Mahesh

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## EDUCATION

### International Institute of Information Technology

Hyderabad, India

B.Tech | Computer Science | Honors

Expected Grad. May 2021

- Editor (2019-20), Writer (2017-) at College Magazine, Ping!
- College Sports Coordinator (2018-19)
- Mentor for Incoming Freshmen (2018)
- 4x100 Relay, TT Winner (2017)

## SKILLS

### Operating Systems:

Linux (Ubuntu, Kali), Windows

### Languages:

C++, Python, Java, C, C#, Bash,

Racket, Elm (Functional)

### Databases:

CosmosDB (Azure), SQL

### WebDev:

HTML5, JS, CSS, React (Plotly), Flask

### Libraries & Platforms:

pytorch, tensorflow, pandas,

openCV, numpy, matplotlib,

scikit-learn, scipy

### Tools:

Git, Vim, Adobe AE & PS, Unity,

Blender,  $\LaTeX$

## HACKATHON | OSS

### Games for Good | GameJam

- By Indo-American Consulate
- Won Best Design WorkFlow (C#)

### IIIT Gameathon: Level Up!

- Won Best Design and Art (Unity, C#)
- Stood 4th out of 20 teams

### Outreachy Application | Mozilla Firefox

- Worked on Federated Learning loss function to Optimize Search

## COURSEWORK

Computer Vision | Image Processing

Statistical Methods in AI | AI

System Software Analysis & Design

Optimization Methods | Algorithms

Operating System | Database System

Computer Networks | Data Structs

Engineering Systems | Discrete Math

## EXPERIENCE

### StanceBeam

Computer Vision Intern

May 2020 – Aug 2020

Bangalore, India

- Designed & built state-of-the-art, deployable model for Detection of Events in Cricket
- Involved audio and video analysis of data i.e, annotation of videos and developing a working ML model by reference to various academic literature. Implemented Python-Azure stack for deploy capabilities.

### Cognitive Science Lab + Computer Vision

Research Intern | Honors

July 2019 – present

Hyderabad, India

- Working on publishing a paper (ETRA 2020) involving Kin Detection & Correlation wrt face matching algorithms and human observations. Utilizes LIME for Interpreting ML for Image Classification & Similar features.
- Python | pytorch | Tobii Eye Tracker and Studio

### Happiest Minds Technologies

Data Analyst Intern | Developer

May 2019 - July 2019

Bangalore, India

- 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 of ML Workflow.
- Involved interpreting of results obtained through ML models with the utilization and understanding of libraries such as LIME, Eli5, etc.

### IIIT Product Labs

Application Developer

Aug 2018 - Nov 2018

CIE, Hyderabad, India

- 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.
- Implemented the frontend features and backend server using ReactJS and Python

## PROJECTS

### 2020 | Terrain Generation Computer Vision | Independent Study | ML | In Progress

Utilizing Conditional GANs and CNN + QGIS for generating a smooth Digital Elevation Model from a sparse sketch with a network of rivers, ridges and altitude cues.

### 2020 | Implicit Decoder CV Final Project | pytorch

Implemented GAN, CNN encoder, decoder for better Generative Shape Modeling such that network learns Implicit Fields. Based on paper published in arXiv 2019.

### 2020 | Computer Vision & Image Processing CV Algorithms | openCV, pytorch, numpy

Implemented Segmentation, Flood-Fill algos, Instance Detection and Tracking, CNN network, Optical Flow and Stereo Rectification for various applications.

### 2019 | Painterly Digital Image Processing | openCV, numpy

Workflow and algorithms implemented to convert a picture into a painting characterized by brush strokes of varying size and type.

### 2019 | Tic Tac Toe Bot Artificial Intelligence | Python

Bot built using min-max algorithm and alpha-beta pruning & pitted against other bots.

### 2019 | Shell | Server Operating Systems | Computer Networks | C | Python

- Created a shell to mimic Bash (Linux) and support features like piping, etc.
- Implemented multi-proxy server with blacklisting features.

### 2018 | Game Development OpenGL | C++ | Python

2D & 3D Games Implemented: Mario on Terminal, Subway Surfers clone, Flight Simulator, Space Invaders & Jetpack Joyride

### 2018 | Quiz Portal & Chat Room Flask | SocketIO | ReactJS | Go

Built a web app to support different formats of quizzes, corresponding leader boards & Private Chat Rooms.