Dripto Saha

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Education

2018 - 2022 Bachelor of Technology at **Kalinga Institute of Industrial Technology (GPA: 8.81)**

Skills

Languages:	Python, Java, C++
TechStack:	Flask, Autogen, Streamlit, OpenCV and Spacy basics, HuggingFace, Docker, CI using Github Actions, Android Studio, MS-Excel, Unity, NvidiaJetson OS
Models and Tools:	DNN, CNN, Transformers, UNET(segmentation), Word2Vec, WandB model tracking and monitoring

Work Experience

TDI India (Machine Learning Engineer) Haridwar, India (Feb 2024 - present)

- People In and Out Counter using yolov8n.pt (Flask, Python)
- A basic chatbot with Autogen chat Agents and integrating them from backend to frontend (Botpress, AWS EC2)
- Text2SQL for business related questions (Used Vanna Framework and PostGREs)
- Currently working on Segmentation of Architectural blueprint data.

Kotai Electronics (Machine Learning Engineer) Kolkata, India (May 2023 - Sept 2023)

- Summary of a whole book/range of pages within a uploaded pdf on G-Drive Link using t5 transformer model.Tech stack used are Flask, Python, SQlite3
- Jetson Nano Jetpack 4.6.1. to run TensorRT models
- Automatic No. Plate Recognition and Peoplecounter using Yolov8n.pt model and flask of live rtsp camera streams

Tiger Analytics (Data Analyst) Chennai, India (Dec 2021 - Jan 2023)

- Estimated the US dollar opportunity sales of particular emerging trends, the estimated price in the upcoming years using NLP and time forecasting. Responsibilites: Helped the senior analysts with the **Bigram,Trigrams, Data preprocessing** and Topic Modelling Codes. Also helped to find the rising of prices of ingredients for a particular social event cause at a particular time period
- Regression and Classification models with a provided Product opportunity dataset

Projects

Opensource Contribution to Roboflow Supervision Work Link

UNET segmentation UNET Paper

Implemented the UNET segmentation research paper from scratch. Done using tensorflow

Quantum Tic-Tac-Toe Work Link

A tic tac toe game with the quantum simulator using IBM qiskit. Published on Github, Hugging Face and executed using Streamlit Cloud.