Taarush Vashisht

Bangalore, Karnataka, India taarushvashisht127@gmail.com 7018500804

EDUCATION

Dual Degree (B.TECH + M.TECH) Electronics and Communication
N.I.T Hamirpur • HAMIRPUR • 2022 • 8.46 (B.TECH) & 8.2 (M.TECH)

Class XII (CBSE)
St. Lukes Sen. Sec. School • Solan, Himachal Pradesh • 2017 • 92.8%

SKILLS

Programming/Skills : C++, C#, Python, Bash, Backend Development, Object Orientated Programming, Windows Service, WPF, Windows Forms, RESTful Application Programming, Software development process, Data Structures and Algorithms, Machine Learning, Deep Learning.

Analytics/Technologies: MySQL, SQlite, Snowflake, TensorFlow, Flask, Postman, Unreal Engine 4, Power BI, Docker, Cloud Computing, Operating Systems, Git.

Media: Adobe Premier Pro, Audition, After Effects

EXPERIENCE

Technology Specialist
PROHANCE **April 2023 – February 2025**

- Worked as a C# developer building and maintaining Winform and WPF forms.
- Led the migration of the **ProHance WinForms application to WPF**, ensuring a seamless transition through careful planning, architectural improvements, and enhanced UI/UX development.
- Resolved **customer support issues**, fixed critical **bugs**, and optimized **software performance** for better efficiency and user experience.

Software Engineer
AMDOCS **July 2022 - September 2022**

- Gained hands-on experience with databases like Snowflake and cloud computing platforms (Azure, Azure Data Factory).
- Learnt about Software development cycles, DevOps and developed a working knowledge of Docker Containers and Jenkins.

NLP Research
NIT HAMIRPUR **August 2020 - June 2021**

- Led a research team to implement a Neural and Phrase-Based machine translation model for English-Hindi.
- Worked with PyTorch, Moses, and fastText to develop low-resource language translation models.

PROJECTS

Unreal Engine 4 Basic Game
- This project demonstrates a movable character created in Unreal Engine 4, showcasing physics-based movement and animations. It leverages C++ programming and the OOP principles to simulate realistic interactions in a 3D space.
- Designed a fully controllable character capable of moving forward, backward, left, and right. Implemented jumping mechanics to allow the character to move vertically (up and down).
- Utilized MIXAMO animation presets to map actions like walking, running, and jumping to the character's movements. Synchronized animations with character actions for a seamless gameplay experience.

Neural and Phrased based Machine Translation
- The project involved the use of Pytorch, Moses, and fastText. The model is used as a translation tool for low resource languages. The original Model was used for English to French or German translation which was originally developed by the Facebook Research Team.
- This project extends its capabilities to English-Hindi translation using a transformer architecture combined with phrase tables. Achieved a BLEU score of 4.4, demonstrating its effectiveness in handling low-resource language translation.

Classification Of Retail Products Using Transfer learning
- The Project Involved the use of TensorFlow, MatplotLib and Python. The model is used to classify retail images with the help of the description of the images into their respective categories.
- It uses Convolutional Neural Network architecture to classify images and a LSTM network to classify the text descriptions and produces a respective category for that image and text.