# Gayatri Vyankatesh Belapurkar

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Career Objective Seeking to work as a software development engineer to solve real world problems using Machine Learning, Artificial Intelligence and Data Science.

# Education

Sr.	Degree	College	University	Passing Year	Pass Percent-
					age
1.	B.E., Information Tech-	Vivekanand Education	University of	2020	8.94
	nology.	Society's Institute of	Mumbai.		
		Technology.			
2.	XII <sup>th</sup> Higher Secondary	Swami Vivekanand Ju-	Maharashtra	2016	84.77%
	Certificate.	nior College.	State Board.		
3.	X <sup>th</sup> C.B.S.E.	Atomic Energy Cen-	Central	2012	97.6%
		tral School-6.	Board of		
			Secondary		
			Education.		

# **Projects**

#### 1. Smart Subsidy System using blockchain

This project was my entry for Smart India Hackathon 2019 for creating a digital subsidy system using blockchain technology to ensure that the subsidies are received by the true beneficiaries. This project reduced the tracks the application at every stage, reduces the time delays, reduces fraud involved in subsidy distribution and ensures that the records are immutable. As a part of project implementation, I used Ionic framework for hybrid mobile application development and Solidity for blockchain.

#### 2. IoT based Street Quality Identification

This project is an IoT based solution for measuring of Street Quality by identifying and mapping potholes on the street. I worked in a team of 4 for implementing the project and used a 6 axes accelerometer along with NodeMCU for measuring the vibrations, and GPS module neo6mv2 with Raspberry Pi for mapping the these vibrations to location co-ordinates. The data from this setup was sent to Google Firebase and we used Smooth Z-score algorithm which gave a dynamic threshold which was used for identification of pothole from the data collected from the accelerometer. The web interface, built using Django (Python), displayed the details of the potholes and street quality on a color coded map. This was a completely wireless and a pluggable setup which made it easy to plug and play on any vehicle.

## 3. IoT based detection of public toilet usage and incentivization

This project was aimed towards detection of usage of public toilets and provide incentives to individuals who use them, thus developing a good hygiene habit. I worked in a team of 4 for implementing this project. The system used a proximity sensor to detect the occupancy of a toilet stall/booth, a turbidity sensor which detected the actual human waste in the toilet and a finger print sensor to identify an individual. These sensors were connected to Raspberry Pi which sent data to Google Firebase and incentives were provided to individuals based on parameters such as consistent daily usage of these public toilets. This data was also available through a mobile application developed using React Native.

# 4. Asset Management System

This project was aimed towards solving the problem of laboratory supplies management in colleges by facilitating allocation, purchases and inter-departmental transfers of assets such as monitors, processors, project supplies, etc. I worked in a team of 5 to implement this project using Laravel framework for PHP and SQL for database.

# 5. Blockchain based connectivity for content providers and users for education

This project was based on the idea of connecting tutors to students using Blockchain for keeping the records related to users and content providers safe and secure and generate certificates which can be stored securely. The implementation of this project was mainly in Laravel framework for PHP and used Python for prototyping Blockchain.

## Internships

# • Software Development Internship, AppStack

Jun 2018 - Oct 2018

Worked as an intern with AppStack, a Canada based startup, for Android and iOS application development. My primary project was development of a mobile application which allowed users to post images of photos of food dishes along with its recipes. I was responsible for designing the software architecture of the application, the end to end user experience, implementation and testing of the project. During course of the internship, I used React Native for mobile application development and Google Firebase for database.

#### • Winter Internship, VESIT

Dec 2017 - Jan 2018

Worked as an intern on developing staff attendance module in VESIT Content Management System. During the internship, I focused primarily on developing attendance synchronization and data transfer of records between the biometric attendance module and server using Java for backend and MySQL for database.

# Research Publication

1. None.

#### **Technical Skills**

- Programming Languages: C, C++, Java, Python
- Mobile App Development using React Native and Ionic
- Web development using HTML, CSS, PHP, Laravel framework
- Data mining and database management
- Basics of Machine Learning

#### Soft Skills

- 1. Team leader and team player
- 2. Responsible
- 3. Efficient communicator
- 4. Rational and logical perspective
- 5. Problem solving and conflict resolution

# Extra Curricular Activities

## • Student Chief Editor, VESIT Connect

Apr 2018 - Present

Currently working as the Student Chief Editor of VESIT Connect (monthly newsletter) and of Vishwakarma (annual magazine) of Vivekanand Education Society's Institute of Technology.

#### • VESIT Badminton team

Sep 2018 - Present

Part of the VESIT Badminton team and represented the college at various tournaments for singles and doubles.

# • Student Reporter, VESIT Connect

Jul 2017 - Mar 2018

Worked as the Student Reporter at VESIT Connect, before heading the team as Student Chief Editor.

## • Drama event, Utsav

Mar 2018

Participated and won the group drama event in Utsav, which is the annual cultural festival of VESIT.

## • Technical Assistance Team, Praxis

Sep 2017

Worked towards providing technical assistance for Praxis, which is the annual technical festival of VESIT.

## • Aesthetic team, Illusions

Inn 2017

Competed in aesthetic front in Illusions, which is the annual cultural competition in VESIT.

# Co-Curricular Activities

- 1. Workshops #1
- 2. Workshops #2

#### Achievements

- Winner of Smart India Hackathon, 2019
- Winner in 'Best Algorithm' category in e-Yantra Ideas Competition, 2019
- Semi-finalist in Project Deep Blue, 2019
- Winner of hackathon 'VESIT Hacks' held in Praxis 2018
- Top 25 teams in ACM Women's Hackathon.
- Won multiple events in VESIT cultural festival Utsav in 2018 (2<sup>nd</sup> in Drama, 2<sup>nd</sup> in Rangoli, 2<sup>nd</sup> in Paper Dressing, 3<sup>rd</sup> in Tshirt Painting and Nail art)
- Semi-finalist in inter-college Badminton Competition (women's doubles) in Skream, the Annual Sports Festival organized by K.J. Somaiya College.
- Quarter-finalist in inter-college Badminton Competition (women's singles) in Skream, the Annual Sports Festival organized by K.J. Somaiya College.

Personal Information Father's Name: Vyankatesh Chandrakant Belapurkar

Mother's Name: Manisha Vyankatesh Belapurkar

Sex: Female

Date of Birth: 25/11/1998

Nationality: Indian

Marital Status: Single

**Declaration** Add a declaration

**Date** 17/04/2019