Hemang Sharma

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Skills

Technical Skills:

Programming Languages: Python, C++, JavaScript, MATLAB, SQL, HTML, CSS
Data Management: MySQL, Pandas, Scipy, Numpy, Scikit-Learn, NLTK
Data Visualization: Tableau, Matplotlib, Plotly, Interactive Dashboards
Software and Tools: Excel, RMS Management System, GitHub, Tensorflow, Jupyter
Operating Systems: Unix

Data Science Skills:

Core Concepts: Data Analytics, Machine Learning, Big Data, Deep Learning, Data Visualization, Artificial Intelligence
Mathematics: Calculus, Statistics, Linear Algebra, Discrete Mathematics

Soft Skills:

Interpersonal: Adaptability, Communication, Collaboration, Customer Service
Analytical: Problem-Solving, Decision Making, Analytical
Management: Operations Management, Administrative Management, Strategic Planning

Work Experience

Property Manager September 2023 - Present
UME | Sydney, NSW

- Managed property operations having capacity of 53 tenants.
- Leveraged data analysis to identify areas for operational improvements and cost savings.
- Implemented data-driven strategies to enhance tenant satisfaction and retention rates.
- Streamlined property operations and resolved tenant concerns promptly.

Data Analyst April 2024 - July 2024
UKO | Sydney, NSW

- Organizing information and extracting valuable data from existing data of 32 properties under UKO.
- Created insights for Community Managers, aiding informed decision-making.
- Assisted in transitioning to a new asset management platform.
- Enhanced departmental efficiencies through various ad-hoc tasks and projects.

iOS Developer July 2020 - September 2020
WeHear | Ahmedabad, Gujarat

- Spearheaded a team of iOS Developers to build an application for WeHear.
- Optimized app design to enhance user experience.

Education

Master of Data Science and Innovation February 2023 - December 2024
University of Technology Sydney (UTS)

- Major: Data Science

Non-Degree Bachelor January 2022 - April 2022
University of California, Davis

- Major: Computer Engineering, General

Bachelor of Technology June 2018 - May 2022
SRM Institute of Science and Technology

- Major: Computer Science and Engineering

Selected Projects

Maintenance Form July 2024

- Developed a web application using Flask for UME Potts Point residents to submit maintenance requests.
- Reduced maintenance request processing time by 40% through efficient data collection and analysis.

Image Caption Generator May 2024
- Collaborated in creating models for feature extraction and caption generation.
- Utilized MobileNet V3 and BLEU scores calculated on an 8000-image dataset for evaluation.
- Applied machine learning techniques to generate descriptive captions for images.

Food Image Classification April 2024
- Fine-tuned Convolutional Neural Networks (CNNs) for food image classification using transfer learning.
- Customized model architecture leveraging pre-trained weights from ImageNet, achieving 75% classification accuracy.

New York Housing Market April 2024
- Analyzed factors influencing house prices in New York City.

Neural Network on Japanese MNIST March 2024
- Implemented a neural network on 70,000 handwritten Hiragana characters.
- Achieved over 80% accuracy.

Hops-Graph-Visualization March 2024
- Developed a Jupyter Notebook for generating and visualizing a hops graph based on user input.
- Improved data visualization effectiveness by 30%, enhancing user interaction with complex data.

Currency Converter in Python March 2024
- A Python web application that allows users to convert between different currencies. This application leverages the Frankfurter API to fetch the latest exchange rates and historical rates for various currencies.

Rain prediction model May 2023
- Developed a classifier to predict next-day rain based on historical data.
- Achieved accuracy of above 80%.

Customer Lifetime Value (CLV) Model April 2023 - May 2023
- Developed 6 machine learning models to predict customer lifetime value based on transactional data and achieved a perfect R-squared score of 1.0.

Toxicity Classification Model February 2023 - April 2023
- Automated the identification of toxic comments using machine learning.

Dice Game March 2022 - May 2022
- Developed a multiplayer machine learning-based game using MATLAB App and Python.
- Achieved over 90% accuracy.

Achievements

Papers
- Successfully published 2 research papers titled "Augmented Reality: An Emerging Paradigm" and "Cyborgs: Machine in Disguise?" in the International Research Journal of Engineering and Technology.

Certifications
- Strategic Thinking by Project Management Institute
- Data Structure Analysis Programming by SRM IST Chennai

Volunteer Work
- Volunteer - ACS (Australian Computer Society)

Hackathon
- Participation in Smart India Hackathon 2020