

Indrajit Deshmukh

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EDUCATION

University of Stirling

BSc (Hons) Computer Science

Stirling, Scotland

Expected Graduation, June 2026

Concentrations: Data science, Modeling and Intelligence

Related Coursework: Object-Oriented Programing, Java, Discrete Mathematics, Statistics, Machine Learning, Python

PROFILE SUMMARY

Highly motivated and enthusiastic undergraduate student pursuing a degree in Computing Science with strong skills in **Python, Java** and **Orange**.

- Passionate about exploring **machine learning** and eager to apply academic knowledge and technical skills in a professional setting
- Demonstrated ability to manage and deliver projects **efficiently**, from initial planning and design to final deployment and maintenance.
- Committed to **staying updated** with the **latest industry** trends and technologies, continuously enhancing skills to provide innovative solutions.

PROJECTS

Sign Language Detector

May 2024

Tools: Tensor Flow, OpenCV

Problem: People with speech or hearing impairments often face communication challenges due to the lack of accessible, real-time sign language interpretation tools.

Solution: Designed and implemented a real-time hand gesture recognition system using a **Convolutional Neural Network (CNN)** using **TensorFlow** with 88.9% accuracy. Integrated **YOLO** for accurate hand gesture detection from webcam input and displayed the interpreted gestures live. Enhanced user experience by adding real-time spell checking and word suggestions to assist in smoother communication.

Learning: Gained practical experience in **computer vision**, real-time image processing, and **deep learning model** integration. Improved understanding of how to combine AI models with user-facing applications for accessibility.

2D platformer game

March 2025

Tools: Java, SQL

Problem: Wanted to demonstrate advanced object-oriented programming (OOP) concepts in a real-world project while building an engaging interactive game.

Solution: Built a fully functional 2D platformer game using Java's Game2DCore class. Applied OOP principles like inheritance, encapsulation, and polymorphism to structure game components including player movement, enemy behavior, and level management. Used SQL for storing game data and managing state persistence.

Learning: Deepened knowledge of OOP design patterns and game development. Learned how to structure scalable codebases and handle real-time user input and game logic efficiently.

EXPERIENCE

EmergenTeck

Pune, India

Data Analyst Intern

June 2024 – August 2024

- Analyzed large datasets to extract insights, identify trends, and support data-driven decision-making.
- Utilized statistical and analytical tools to clean, process, and visualize data effectively.
- Assisted in generating reports and dashboards to communicate key business metrics.
- Collaborated with cross-functional teams to support various projects and enhance operational efficiency.
- Gained hands-on experience in data manipulation, SQL queries, and data visualization tools such as Orange

Genting Casino Edinburgh

Fountain Park,

Card room dealer

- Managed various card games, ensuring adherence to casino rules, regulations, and procedures to maintain a fair and enjoyable gaming environment.
- Provided exceptional customer service by engaging with players, explaining game rules, and fostering a welcoming atmosphere.
- Demonstrated precision and efficiency in dealing cards, managing chips, and handling payouts.
- Maintained a strong focus on security and integrity by monitoring player behavior and identifying potential irregularities.
- Adapted quickly to high-pressure situations, managing multiple tables during peak hours while maintaining excellent accuracy and professionalism.
- Collaborated with team members and supervisors to ensure smooth operations and address guest concerns promptly.

REFERENCES

Dr Mario Kolberg

Senior Lecturer, Computer Science
University of Stirling
Email: mario.kolberg@stir.ac.uk
Phone: +44 (0)1786 467440

Dr Hazrat Ali

Lecturer in A.I./Data Science
University of Stirling
Email: ali.hazrat@stir.ac.uk

SKILLS

Programming: Java, Python

Technical: Machine Learning, OOPs, Data Structures and Algorithms

Tools: Android Studio, IntelliJ, PyCharm, Eclipse, TensorFlow, Bootstrap, Orange