

Education

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| B.Tech in Computer Science & Artificial Intelligence - Plaksha University, Mohali | CGPA: 9.84        | 2026 |
| 12th CBSE (Science) - Jayshree Periwal High School, Jaipur                        | Percentage: 98.4% | 2022 |
| 10th CBSE - Assembly of God Church School, Bettiah                                | Percentage: 96.6% | 2020 |

Work Experience

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| <b>ML Intern</b> , CTLC, Plaksha University  | Jun 2024 - Current  |
| <ul style="list-style-type: none"><li>Producing a mobile application using <b>React Native</b> for evaluating non-verbal communication cues using video feeds.</li><li>Implementing a multi-modal approach, utilizing <b>CV</b>, <b>LLMs</b>, and <b>LSTMs</b> to output scores for 4 distinct assessment criteria.</li></ul>  |                     |
| <b>Summer Intern</b> , IIT Bombay  | May 2024 - Jul 2024 |
| <ul style="list-style-type: none"><li>Engineered a novel <b>ML</b> system, for automated manipulation of a <b>UR5</b> robot as part of a <b>team of 4</b>.</li><li>Generated driver code using <b>Gemini</b> and <b>ROS</b>, using <b>FastAPI</b> for integration, reducing development time by <b>50%</b>.</li><li>Improved the robotic manipulation time by over <b>200%</b>.</li></ul>  |                     |
| <b>UG Research Fellowship in Metaverse and Gaming</b> , DaveAI   | Feb 2023 - Aug 2023 |
| <ul style="list-style-type: none"><li>Constructed a simulation of a <b>multi-network queue</b> in a <b>team of 7</b>, optimizing decision-making using <b>digital twins</b>.</li><li>Designed <b>20+</b> game objects - wrote classes in <b>Unity</b> and <b>C#</b>. Programmed the front end for deployment in <b>HTML</b> and <b>JS</b>.</li><li>Presented the project at <b>Sangam Initiative (DoT)</b>, Mumbai, aiding in the design of human-behavior models in the <b>metaverse</b>.</li></ul> |                     |

Projects

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| <b>Deception Detection via non-Intrusive Modalities</b>   <i>Dr. Siddharth S</i>   | Jan 2024 - Present  |
| <ul style="list-style-type: none"><li>Architected an <b>ML</b> framework, in a <b>team of 3</b>, for deception detection using non-intrusive methods, achieving <b>68%</b> accuracy.</li><li>Extracted and analyzed over <b>30 features</b> across video, audio, and text, identifying key features such as <b>Action Units</b>, <b>Gaze Angle</b>, <b>MFCs</b>, <b>BoW</b>.</li><li>Utilized <b>OpenFace</b>, <b>Scikit-Learn</b>, <b>Librosa</b>, and <b>PyTorch</b> for development.</li></ul>  |                     |
| <b>OpticGym</b>   <i>Innohacks, KIET University</i>  | Apr 2024 - May 2024 |
| <ul style="list-style-type: none"><li>Developed an <b>AR</b> application for gamification of <b>eye exercises</b> in a <b>team of 4</b>.</li><li>Leveraged <b>Unity</b> and <b>ARKit</b> to create <b>5</b> exercise modules for iOS.</li><li>Achieved an average daily <b>playtime</b> of <b>15 minutes</b> under <b>1 hour</b> of guided playing, tested in a group of <b>40</b>.</li></ul>  |                     |
| <b>AutoPatrol</b>   <i>Dr. Rucha Joshi</i>   | Aug 2023 - Dec 2023 |
| <ul style="list-style-type: none"><li>Devised an innovative system for <b>50%</b> faster patrol verification of guards using <b>access point</b> connectivity in a <b>group of 4</b>.</li><li>Tech Stack: <b>FastAPI</b> for backend, <b>Supabase</b> (SQL) for DB, <b>Streamlit</b> for web portal, and <b>React Native</b> for mobile application.</li><li>Increased <b>patrol completion</b> rate by <b>12%</b> for a pool of <b>50</b> guards over <b>2 weeks</b> of testing.</li></ul>  |                     |
| <b>Insuliv</b>   <i>Innov8, JECRC University</i>   | Sep 2023 - Sep 2023 |
| <ul style="list-style-type: none"><li>Innovated a mobile application for <b>diabetes tracking</b> using fitness activity and food intake levels.</li><li>Used <b>FastAPI</b>, integrated <b>OCR</b> (Mindee), blood-sugar prediction (<b>Tensorflow</b>), data instream (<b>Google Fit</b>), report-creation (<b>Matplotlib</b>) and food recommendations (<b>Langchain</b>). Deployed using <b>Docker</b> on <b>Render</b>.</li><li>Achieved <b>58%</b> accuracy for blood-sugar prediction, optimizing an <b>LSTM</b> model using <b>7</b> features.</li></ul> |                     |

Positions of Responsibility

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| <b>Organizer</b> , Prayas (Tech-Fest), Plaksha University  | May 2024 - Present  |
| Overseeing a <b>team of 7</b> for the marketing and social media management of the first inter-university fest.  |                     |
| <b>Vice President</b> , LEAP - AI Club, Plaksha University   | Oct 2023 - Present  |
| Coordinated 3 workshops, initiated 4 projects, and increased social traction by <b>300%</b> , leading a team of 15.  |                     |
| <b>Core Lead</b> , Digital Twins Technology Lab, Plaksha University  | Oct 2022 - Present  |
| Supervised a <b>team of 4</b> to develop <b>3 digital twins</b> of mathematical and physical phenomena for industry and educational purposes.              |                     |
| <b>Emerging Technologist</b> , United Nations Millennium Fellowship  | Aug 2023 - Dec 2023 |
| Collaborated in a <b>team of 3</b> to conduct workshops on menstrual health in local schools, reaching over <b>200</b> students from <b>classes 9-12</b> . |                     |

Skills

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| <b>Programming Languages</b> : Python, C/C++, SQL, JS, MATLAB, C#, Shell  |
| <b>Development Frameworks</b> : PyTorch, Unity, React Native, Django, FastAPI, Pandas, Git, AWS, REST APIs, MLOps |
| <b>Other</b> : Computer Vision, Arduino, MS Office, Linux   |

Achievements

- Grand Finalist**, e-Yantra Robotics Challenge (IIT Bombay) - Ranked in the **top 5** out of **400+** teams.
- Dean's List**, Plaksha University - Ranked in the **top 5** out of **96** students based on CGPA.
- 1st Prize**, Innov8 Hackathon, JECRC University - Won the **1st prize** for Insuliv, out of **200+** teams.
- 1st Position**, HackPlaksha, Plaksha University - Won the **1st prize** out of **50+** teams. Made a Pomodoro focus application.
- Grand Finalist**, Shaashtra, IIT Madras - Reached the finale (**top 7** out of **200+** teams) in the case study competition.