Himanish Jindal

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EDUCATION

University of Toronto

April 2024

Bachelor of Computer Engineering, Specializing in Software, Minor in AI, Minor in Business

Current GPA: 3.7/4.0

SKILLS

Languages: C/C++, Python, PostgreSQL, Java, HTML/CSS, JavaScript, TypeScript

Frameworks: React, Django, Flask

Relevant Experience

Intel - Programmable Solutions Group | Software Engineering Intern

May 2022 – August 2023

- Utilized Simics Simulator for Intel FPGA to create real-time hardware modelling, significantly aiding the firmware team by providing simulation environments before physical hardware availability.
- Developed a remapper model in **C** and **Python**, partitioning and controlling access to memory RAM for multiple processors to ensure secure, isolated operations and prevent overlapping memory regions.
- Engineered a bitstream manipulation model, capable of efficiently managing data streams with a credit-based mechanism. This model significantly reduced back-pressure issues, improving data throughput and system performance.
- Implemented comprehensive unit tests using Python and the GoogleTest framework, achieving over 80% test coverage, which significantly enhanced code quality, stability, and functionality of the models.
- Authored detailed technical documentation and created intricate flow diagrams representing model functionalities, register definitions, and system inputs/outputs, facilitating clearer understanding and utilization by the firmware and hardware teams.

PROJECTS

Using Machine Learning to Analyze Material Properties | Python, Sklearn

January 2024 – April 2024

- Analyzed two material science datasets comprising over 4,000 samples, applying Magpie featurization and PCA to reduce feature space by over 90%, significantly enhancing model training efficiency and data interpretability
- Developed multiple regression models, including Linear Regression, Gradient Boosting Regression, Support Vector Regression, and Bayesian Ridge Regression, employing GridSearchCV for extensive hyperparameter tuning to optimize model performance.
- Deployed and fine-tuned several classification models, such as Support Vector Machine Classifier, Stochastic Gradient Descent Classifier, and K-Nearest Neighbors, achieving a maximum accuracy of 89% with SVM in classifying metals through strategic kernel and regularization adjustments.
- Implemented an active learning framework with custom acquisition functions, achieving an R^2 of 0.5 with less than 10% of the total dataset, demonstrating substantial efficiency gains in model training.

Event Hub Website | React, JavaScript, Flask, Python, PostgreSQL

September 2023 – December 2023

- Implemented full-stack development using **React with JavaScript** for the front-end and **Flask with Python** for the back-end, demonstrating proficiency in both client-side and server-side technologies.
- Created robust user authentication and event management features with an integrated PostgreSQL database, allowing users to create and host events, ensuring secure and efficient operations.

Recreating Google Maps $\mid C++$

January 2021 – April 2021

- Engineered a global map application by leveraging the OpenStreetMap API, utilizing C++ for back-end development and Git for version control, demonstrating proficiency in API integration and software versioning
- Implemented the A^* search algorithm to efficiently find the most optimal paths between locations, showcasing advanced algorithmic skills and problem-solving capabilities.
- Explored advanced optimization techniques such as **Simulated Annealing** and **Ant Colony Optimization** to address the Travelling Salesman Problem

AI for Reversi Board Game | C Language

January 2020 – April 2020

- Devised an AI solution for the popular Reversi (Othello) board game using the C language, engaging in competitive matchups with other students' AIs.
- Implemented the **Minimax algorithm with Alpha Beta Pruning**, coupled with a refined heuristic function, to systematically identify the optimal move at each turn, elevating strategic decision-making.