Contact: +91 9067649061 | Email: evam.kaushik@sitpune.edu.in

Github - https://github.com/kickereb | LinkedIn - https://www.linkedin.com/in/evam-kaushik/ | Hackerrank - https://www.hackerrank.com/kickereb

Education

Symbiosis Institute of Technology, India | BTech – Computer Science and Engineering

July 2017 - May 2019

Course Work: Data Structures, Operating Systems, Design and Analysis of Algorithms, Microprocessors, DBMS, Networks, Software Engineering, Entrepreneurship

Technical Skills

Skills: Deep Learning, Engineering Mathematics, Computer Vision

Experience

Research Intern, HERE Technologies

January 2020 - July 2020

Working on enhanced feature extraction from aerial imagery deployed on multi channel distributed systems.

Tata Motors AI Hackathon

Worked on voice sentiment analysis to solve state of the art NLP problems

August 2019

Projects

Yoga Pose Estimation in TensorFlow

Yoga Pose Estimation in Tensor flow. Output given to Processing Sketch, workspace used – RunwayML https://github.com/kickereb/Yoga Pose Estimation

UNET – TGS Salt Identification

Implementing UNET Architecture on TGS Salt identification challenge by Kaggle.

https://github.com/kickereb/Understanding UNET with TGS Salt Identification

Othello AI using Min-Max Algorithm

Devising an AI based on Min-Max algorithm for the popular board game Othello in Processing environment in java.

https://github.com/kickereb/Othello AI

Facial Recognition Attendance System

Using face detection + recognition to automate attendance in real time for classroom attendance.

https://github.com/kickereb/Facial Recognition Attendance System

Games

Various arcade and Classic games remade on Processing Environment in Java and P5js in JavaScript.

https://github.com/kickereb/Othello_Processing	(Digital Adaptation of classic Board Game "Othello")
https://github.com/kickereb/Classic Spike Game	(Interactive and with active physics)
https://github.com/kickereb/Stack_Game	(Digital Adaptation of classic Board Game "Stack")
https://github.com/kickereb/Flappy_Bird	(Old classic)
https://github.com/kickereb/BATTLESHIP	(Digital Adaptation of classic Board Game "Battleship")

Certifications

Google Cloud Platform Certifications: https://www.gwiklabs.com/public_profiles/86385f2b-c8e1-4fd1-a051-ecaeb42174e9

Baseline: Data, ML, AI

Intro to ML: Language Processing

BigQuery for Machine Learning

Awards

Qualified, We are Platform Hackathon (HERE Technologies)

Stood first in Algoholics (Annual College Hackathon)

March 2018 Recognition for Analytics in Python (Hackerrank) June 2018 - Present

Winner of E-Cell Warfare (IIT – Bombay)

April 2019 Runner Up National Entrepreneurship Challenge, Advanced Track (IIT - Bombay) January 2018

Positions of Responsibilities

Co Cultural Secretary : College Cultural fest with footfall > 8,000

Events Head: Entrepreneurship Promotion and Innovation Cell (EPIC)

Technical Mentor: Can You run it, Hackathon (EPIC)

Student Volunteer: International Science Conclave, Hisar

April 2019 - September 2019

January 2020

August 2018 - June 2019

June 2017 - August 2018

February 2016 - Present