Mayur Jadhav

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Profile

Dynamic and results-oriented third-year student with a proven track record in machine learning and deep learning with hands-on experience in computer vision and app development. Seeking an internship opportunity in a forward-thinking multinational corporation to apply technical skills and contribute to cutting-edge AI projects.

Experience

AI CONSULTANT | VEDANSHI SYSTEM PVT.LTD | DEC 2023 - FEB 2024

- Collaborated with a startup to establish a Vision Lab capable of performing various computer vision tasks, resulting in significant time savings through automated solutions.
- Reduce Media Preprocessing and Analysis work by 60% which boosts the overall efficiency of AI Domain .

Education

B.E IN ARTIFICIAL INTELLIGENCE & DATA SCIENCE
VIVEKANAND EDUCATION SOCIETY'S INSTITUTE OF TECHNOLOGY, MUMBAI
CGPA (Till Sem-IV) - 9.0

HSC
MAHATMA SCHOOL OF ACADEMIC & SPORTS, JR. COLLEGE, PANVEL
89%

Skills & Abilities

- Strong problem-solving abilities
- Collaboration & Teamwork
- Marketing
- Leadership
- Languages: Python, C/C++, Go
- Frameworks: TensorFlow, PyTorch, OpenCV, React
- Tools: Selenium, Flutter, Firebase

Achievements

- Winner of The Return Journey Hackathon , IIT Kanpur
- Winner of "Investinder" : A Business pitch competition
- Winner of Article Writing Competition , ISA VESIT
- Runner Up in Hack-AI-Thon

Activities and Interests

Passionate about writing blogs on new technologies & staying updated with the research papers.
Enjoys consuming science fiction content.

Projects

AUTOMATED SEGMENTATION USING UNET

Implemented an automated segmentation model using UNet architecture.
Demonstrated proficiency in deep learning techniques for image processing.

RUBIK'S CUBE SOLVER

Developed a Rubik's Cube solver using the Kociemba algorithm.
Showcased algorithmic problem-solving skills in implementing the solution.

CLOTH RECOMMENDING SYSTEM

Designed and implemented a cloth recommending system using neural networks and Positional embeddings.
Enhanced recommendation accuracy leveraging advanced AI techniques.

QI (QUALITY INTELLIGENCE)

Developed a web platform, QI, to ensure quality education globally.
Integrated generative AI techniques to design short activities such as story builder, image filler, and quiz generator.
Implemented user dashboard for tracking growth and progress.

BANDERSNATCH (3D)

Developed a first-person perspective (FPP) 3D game using Python.
Utilized ray tracing techniques to create immersive visuals.
Gained insights into multidimensional geometry and vector mathematics during the development Process.