

MAYANK DESHPANDE

Undergraduate - Computer Science

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DESCRIPTION

Computer Science sophomore at Mahindra University, Hyderabad, India. Current research interests include: AI for social good, Software architectures and networking, Machine Learning, Deep Learning

EXPERIENCE

Research Intern

Mahindra Ecole Centrale

November 2019 – Present Hyderabad, India

- Supervisor: Dr. Neha Bahrill
- A Multi-objective simultaneous learning framework is employed to realize real-time optimality in both clustering and classification using PSO and fuzzy logic for enhancements.

Data Scientist - Internship

Covindia - India's first district-wise COVID-19 live tracker

Mar 2020 – May 2020 Work from home

- Supervisors: Dr Achal Agarwal, Dr Bharghava Rajaram
- Investigating environmental factors that could influence the spread of COVID-19 virus by finding correlations aiming percentage increase in positive cases.
- tinyurl.com/mkcovidweatheranalysis
- Estimation of covid cases and their investigation on correlation with weather based on noisy data. (Cleaning of data, Visualization of data)

EDUCATION

B.Tech - Computer Science Engineering

Mahindra Ecole Centrale

August 2022 Hyderabad, India

12th - CGPA - 9.6

Sri Chaitanya Jr College

May 2018 Hyderabad, India

10th - CGPA - 9.8

Jubilee Hills Public School

May 2016 Hyderabad, India

AWARDS

- Garage48 Hackathon (2020)** - Placed 10 out of 1500 teams for covindia.com. Performed correlation analysis on weather and COVID-19 spread, showcased preliminary results.
- Academic Scholarship (2018 - 2019)** - Prestigious scholarships given by the Mahindra Ecole Centrale for securing outstanding grades.
- Aether Hackathon (2019)** - Designed a simple arcade game "Dodge the Mob" from Godot game engine using GD-script.
- Kaggle (2019)** Awarded completion in the upper 22 (96% accuracy)

SKILLS

- Programming:** C, C++, java, Python, MATLAB, C(unity), kotlin (Android Studio), java (Android Studio), HTML, CSS, react.js
- Data Analysis:** pandas, numpy, OpenCV, nltk, OpenAI Gym, Pytorch, Darknet, TensorFlow, keras, sklearn, Termux, excel macro programming(VBA).
- Data Visualisation:** matplotlib, plotly, bokeh, Dataiku, Microsoft Power BI.
- Backend:** flask
- Frontend:** react, bootstrap, CSS, HTML
- DB:** MySQL
- DevOps:** docker, git, virtualbox
- OS:** Nvidia DGX, Linux, Raspberry Pi, Arduino.
- Office:** excel, power point, word

PROJECTS

Progressive web-app that detects potholes on roads

Jan 2020 – Feb 2020

- Made a YOLO v3 tiny weight model that was trained on 1200 road images, made to detect potholes, speed-bumps, footpaths, and deployed it using flask.

Bot Development

May 2020

- A Multi-Function bot meant for recreation purposes made using libraries from Chatty-Cathy, Dev-Dungeon, used Reddit api to gather and post relevant data. Bot was also deployed on telegram and discord using Heroku and Termux on Android.

Game Development

June 2020 – Present

- Using Unity game engine to create a dungeon RPG game that gives a Dungeons and dragons experience.

COMMUNITY WORK

Outreach Community Head

Sep 2018 – Present

- Conducted weekly Spoken and written English and math sessions at the Zilla Parishad Government High School.

Competitive coding Co-Head

Dec 2019 – Present

- Conducted weekly 2-hour sessions on both advanced and intermediate competitive coding in college. (Active and ongoing)

Hosted reverse-code competitive event

Nov 2019

- Designed 8 competitive C codes, each more difficult than the previous. The Participants were required to enter an input and use the output generated to figure out how the logic works and should design a code for the same.