Ansh Nirav Mehta

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Education

Stony Brook University — **Stony Brook, NY** — **Aug 2022 – Current**
- **M.S. in Computer Science.** **Coursework**: ML, Computer Networks, Prob. & Stats for Data Science, Visualization

K. J. Somaiya College of Engineering — **Mumbai, India** — **Aug 2018 – May 2022**
- **Bachelor of Technology in Information Technology.** **GPA**: 9.04 / 10

Work Experience

Backend Developer Intern — **Pred - Omic Healthcare** — **April 2022 - May 2022**
- Designed and Developed a dashboard for monitoring product usage of the healthcare information management system.
- Employed AngularJS for frontend, Django for Backend and MySQL for interfacing with the database
- Revamped the PDF generation module of the application which was vital for doctors during medical report generation and Prescription generation.

Python Developer Intern — **Intertrust Group** — **June 2021 - July 2021**
- Improved and cleaned an existing ML model (Financial Reconciliation) using Python and MongoDB (Studio 3T) by reducing the lines of code from 3400 to 2960.
- Wrote unit and service level tests using Selenium for the services for the application leading to a decrease of 14 bug reports related to the UI.

Web Developer Intern — **Software Development Cell of KJSCE** — **January 2020 - March 2020**
- Built an interactive website for personality trait identification, based on OCEAN model, using a question and answer system, where the tech stack used was Firebase, PHP and SQL.
- Collected data from a group of 600 students of the Engineering Department using the system and performed analysis on the same, where the personality traits of Openness and Extroversion were common among the Engineering students.

Languages and Technologies

- **Programming Languages** - Python, C, R.
- **Databases** - SQL, PostgreSQL, NoSQL, MongoDB.
- **Web Development Frameworks** - Django, Flask, AngularJS, D3.js, PHP, Flutter, Bootstrap, JavaScript, HTML, CSS.
- **Skills** - Data Analysis using Tableau, Power BI, and Excel, Machine Learning, Deep Learning, Natural Language Processing, Computer Vision.

Technical Experience and Projects

- **Healthino**
  - Initiated and led a team of 4 while developing Healthino, a web app that provides health-related assistance using an AI Chatbot, ML based disease prediction portal and a feature to compare medicinal information like side effects, usages, etc. that is scraped from various websites.
  - Worked with Deep learning and NLP algorithms like LSTMs, Bidirectional LSTMs and Sentiment Analysis to achieve an accuracy of 83.4% in the chat-bot module.
  - Concluded that the ANN outperforms all other algorithms with 98% accuracy. Adopted an agile methodology to supervise and report the progress of the whole project to the guide.
- **Game-Dise**
  - Led a group of 5 in an academic project where we implemented a web-app called GameDise, using Flutter, Dart and Firebase.
  - Gamedise was developed on the AI principals of Game Playing, Minimax Algorithm and Back Tracking.
- **IPL First Innings score prediction**
  - Achieved an accuracy of 81.28% for a Multiple Linear Regression based model used in estimating First Innings Score in an IPL match, taking into account the venue, previous scores, current condition of the game, etc.
  - The tech stack included Flask and Heroku for interfacing with the users.
- **Data Analysis of COVID-19 using Tableau**
  - Created interactive dashboards, stories, visualization plots, etc. with the help of Tableau to analyze COVID-19 Data.

Publications

- **Performance Measurement of Different ML Models for Disease Prediction**: IC-ICN [Springer], February 2022
  - Compared and presented the performance of various ML models on an exhaustive data set of diseases and their symptoms. Concluded that ANN (99%) accuracy on our data, would be the best-suited model for the data set rather than the Decision Tree (98%), Logistic Regression(97.5%) and Random Forest(98.5%).
- **Spell Correction and Suggestion using Levenshtein Distance**: I.R.J.E.T.(Volume : 8, Issue: 09), September 2021
  - Developed a spell correction and correct word recommendation system using Levenshtein Distance and simulated the application of Similarity Measures.