# MITHUL CHANDER

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## **EDUCATION**

10th GRADE, Delhi Public School Bangalore South 12th GRADE, Delhi Public School Bangalore South -PCMC 6th Sem, PES University -B.Tech Computer Science

92%92%8.74 CGPA

## WORK EXPERIENCE

#### Data Enginner Intern, Teal India

01-06-2023 To 31-07-2023

Teal aims to create the largest centralised repository of title and valuation-related information on real estate assets in India. Using big data and machine learning to obtain insights on land records to be consumed by the industry.

- Built a Gujarat language transformer for translating Gujarat Property Addresses, Bank Names and Addresses and Party Names from Gujarat Property deeds documents to English.
- Fine Tuned an existing Kannada transformer to convert extracted Kannada from EC documents to English.
- Built an OCR software on top of tesseract for extracting information from Karnataka EC documents.
- Built a classification algorithm to help identify and match relevant property addresses to given input address.
- Techonology used: Python, PSQL, ScikitLearn, Pandas, Regex, NLP

## SKILLS

Languages Python, C/C++, HTML, CSS, SQL/MySQL, R, C#, Solidity

React, Node.js, Blockchain, Django Frameworks

Tools Git, Unity, Hadoop, Ganache, PySpark, MongoDB, Figma

Interests GameDev, AppDev, DataScience, ML

Soft Skills Time Management, Teamwork, Communication, Problem Solving, Leadership

## **PROJECTS**

Doodlifier: Python, Keras, Pygame

GitHub

- A deep learning project built using CNN to detect doodles and alphabets drawn by the user.
- The model has been trained for over 20 different doodles and the English alphabet via the quickdraw and MNIST dataset repectively.

## Yet-Another-Map-Reduce: Python

GitHub

- This project replicates the hadoop structure from creating a master, client and worker nodes to perofrming tasks like mapping, shuffling and reducing via python.
- It involves configuring multiple workers, and a single client and a single master.
- The client can perform a read task, a save task and a map reduce task.

## Measure: Kotlin, Android Studios, Figma

**GitHub** 

- Created a mobile app which allows users to measure different metrics.
- The sensors from the phone itself is utilized along with a few calculations for different metrics. It includes a stopwatch, a distance measuring tool, luminosity sensor, compass and more.
- The project was a team effort and the app was designed for the Google Override Hackathon.

## Edumize: Python, NLP, Streamlit, Pygame

- An application built to enhance the learning process by visualising search algorithms, summarising text and automatically generating MCQs from a file.
- Summarising text and generating MCQs fall hand in hand with each other, as both are built using the nltk library. To visualise alogrithms, pygame is used where we depict the graph, start and end node, and the optimal path.

## **HACKATHONS**

Google override - 1st Place Heal-O-Code - 6th Place Tensor2.0 - 6th Place dotSlash - Top 15 IBMZ datathon - 2022 NEXT INDIA GLOBAL CRICKET hackathon - 2023 Amazon ML Challenge 2023 Ingenious 2021

## EXTRA-CURRICULAR ACTIVITIES

- Represented DPS Bangalore South in basketball.
- Represented PES-ECC in cricket.