Mayur Selukar

Final Year Computer Science Student
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Internships

Tata Research Development and Design Center (TRDDC), Pune
Associate Research Intern
July 2019 - Dec 2019

Designed and Developed a Reinforcement Learning agent to dynamically allocate resources in order to activation business processes.   *Reinforcement Learning, Optimization*

Education

Bachelor Of Technology (B.Tech)
Indian Institute of Information Technology (IIIT) Nagpur
July 2016 - Present (2020 Expected)

- Grade 9.33/10 (CGPA)
- Held the position of Training and Placement Student Coordinator in 3rd and 4th Year
- Held the position of Class Representative (CSE) at the Student Academic Council in 1st and 2nd Year

Co-Curricular Activities

Data Structures and Algorithms (CCDSAP) — Codechef.com
October 2019

Codechefs Data Structure and Algorithms Programme (Python, C/C++)

- Covered Arrays, Trees, Stacks, Queues, Heaps, Hash Tables, Strings, Linked Lists, and Graphs
- Covered Searching, Sorting, Greedy, and Dynamic Programming techniques

Machine Learning Engineer Nanodegree — Udacity.com
Dec 2018 - May 2019

- Built and Deployed various Supervised, Unsupervised, and Deep learning models.
- Used transfer learning, feature extraction, feature transformation techniques.
- Deployed various Reinforcement learning agents, Explored cloud compute for deep learning.

Projects

Supply Chain RL   *Deep Reinforcement Learning, Actor-Critic Methods, Multi-Agent Systems*

A Deep Reinforcement Learning Agent to dynamically manage inventory of fresh products.

Plant Seedling Classification (Kaggle)   *CNN, Transfer Learning, Image Augmentation*

A Multiclass Classification problem to identifying plant species out of 12 different species by looking at a Photograph of the plant with a classification problem with the accuracy of 84 Percent.

Student Record System   *AVL-Trees*

Developed a record system to handle student data of a small institute using height-balanced AVL Trees.

UDP File Transfer System   *Computer Networks, Socket Programming, Stop and Wait ARQ*

A torrent style peer to peer file transfer system which is used to send files using the UDP Protocol in C.