

# NAMAN DANGI

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## EDUCATION

**Bachelor's of Engineering, Computer Engineering**

**August 2018 - June 2022**

University of Mumbai | CGPA: 9.03 out of 10

## SKILLS

**Languages** *Proficient:* Javascript, Java, Python. *Workable:* Typescript, C, C++, C#, GO

**Tools & Frameworks** HTML, CSS, SASS, jQuery, Node.js, React.js, Git, MongoDB, Mongoose, PostgreSQL, Sequelize, Redis, Puppeteer, Electron.js, Mocha, Chai, Figma, LaTeX, Numpy, Pandas, Tensorflow, Keras, Matplotlib, Seaborn

**Relevant Coursework** Object Oriented Programming, Data Structures, Operating System, Analysis of Algorithms, Database Management System, Machine Learning, Deep Learning & AI

## WORK EXPERIENCE

**Research Intern**

**August 2020 - Present**

*SoftSensor AI Labs*

- Working on multiple problems involving Whole Slide Images for tasks like segmentation & study of metastasis cancerous cells in histopathology.
- Developing a vendor neutral, AI powered software prototype to facilitate doctors & pathologists in annotating, analyzing & processing medical images for comparative studies & diagnosis.

**Full Stack Developer**

**January 2020 - July 2020**

*DJ Unicode*

- Collaborated with a team of seven developers to build a website portal to assist alumni across the world, guide the current batch of their Alma mater in a distributed & Don't-Repeat-Yourself fashion.
- Engineered and maintained some of the major features of the project's web application using ES6, Node.js, React.js, MongoDB Atlas, Mongoose, Mocha & Chai.

**Full Stack Developer**

**August 2019 - October 2019**

*Mach15 Edge Technologies*

- Teamed up with two user interface developers to create a marketing and an e-commerce website for BandBaazar, a startup aimed at providing marketing tools & industry opportunities for emerging musicians, artists & bands.
- Developed and administered the project's database, handled server-client integration using ES6, Node.js, React.js, PostgreSQL.

**App Developer**

**January 2019 - March 2019**

*peAR Technologies*

- Partnered with a 3D modeling artist to implement an AR-based application for peAR, an AI/VR based startup envisioning Augmented Reality in the Food and Hotel industry.
- Orchestrated a prototype of the application and architected the project's database using C#, Unity Game Engine, Blender & Firebase.

## PROJECTS

**SoftSensor Labs AI Portal**

- A vendor neutral, AI powered software prototype to facilitate doctors & pathologists in annotating, analyzing & processing medical images for comparative studies & diagnosis.

**Whole Slide Image preprocessing, segmentation, lymphocyte count & localization**

- Researched & implemented over 20 different image-thresholding techniques for preprocessing WSI patches. Trained Deep Learning Models for segmenting tumors, counting lymphocytes, & localizing contours, achieving IOU scores over 90%.

**Non-Photorealistic Stylizing, Synthetic Image Generation, Denoising & Super Resolution**

- Generated Synthetic images using Adversarial networks & optimized content images with reference style images to obtain blended outputs, which looks like the content images but are painted in style of a reference images.
- Removed statistical interference & obtained higher resolution output images from lower resolution source images by leveraging efficient data encoding in an unsupervised manner.

**Miscellaneous [github.com/namandangi]**

- Over 40 projects on GitHub built for personal learning, coursework and competitions.

## VOLUNTEERING

**DJ Unicode** Co-Mentoring a team of 7 sophomores in various projects & activities while serving as a Program Manager.

**Lines of Code** Served as a guide for a hackathon consisting of 40 teams for 24 hours.

**Internshala Student Partner** Won a gold-level award for creating awareness about various internships opportunities & training programs among students, while working as a Student Campus Ambassador for Internshala.

**Hour of Code** Volunteered to teach programming & fundamentals of computer science to over 100 students.