Namit Juneja

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LINKS

Github: namitjuneja
LinkedIn: /in/namitjuneja

INVOLVEMENT

Institution of Electronics and Tele-Communication Engineers *Technical Director*
August 2013 – Present
- Student Mentor
- Event Manager

Students for the Exploration and Development of Space *Lead Developer*
March 2014 – November 2014
Projects based on feature extraction & character recognition using Python.

Association for Computing Machinery *Member*
Fall 2013 - Present

SKILLS

Experienced in:

• Python • C • C++ • Flask • Image Processing
• NLTK • Heroku • OpenCV • Git • BeautifulSoup
• AWS • Bash • CSS • MySQL • HTML
• JavaScript • JQuery

Familiar with:

Android • NodeJS • Django • Angularjs • MATLAB • Photoshop • PHP

ACHIEVEMENTS

PennApps 2016 *Top 10*
Philadelphia, USA
• Built an app that dynamically creates a written account of your life based on information collected from your smartphone and 3rd party API (protray.me).
• Also awarded the sponsor award for the best use of Beaker Notebook by Two Sigma.

HackMIT 2015
Boston, USA
• Hacked on a memory efficient gesture tracking algorithm used to navigate through 3D hyperlapse videos created using Google Street View API.

AngelHack 2016 *Winners*
Jaipur, India
• Developed a Human behaviour analytic platform for physical brick-and-mortar stores.

Special Achiever's Award 2016
VIT University, Vellore

EDUCATION

Vellore Institute of Technology, Vellore
B.Tech Electronics & Communication Engineering Expected May 2017
Minor in Computer Science. *CGPA 8.7/10*

Class XII (AISSCE) 2013
Central Board of Secondary Education. *Score 90%*

Class X (AISSE) 2011
Central Board of Secondary Education. *CGPA 10/10*

EXPERIENCE

Educatrium Ventures *Software Development Intern*
Shanghai, China | Summer 2015
• Developed and improved on back end design which learns from the students' performances and makes their learning curriculum adapt accordingly.
• Extended the functionality of the test taking platform by adding features such as student guesses, adaptive scoring etc.

Google Developers Group *Lead Python Developer*
Vellore, India | Since May 2014
• Developed generic cloud communication solutions for startups and small scale businesses to make the communication channel much more functional.
• Created RESTful API's making student's academic and other information available easily to developers by scrapping data off the university's webpage.

PROJECTS

Roam The World (HackMIT)
• Developed and optimized a motion detecting algorithm used to track movements in the environment independent of the type of moving object.
• Further created a Hyperlapse video creation tool which utilizes Google Street View API to create 3D hyperlapse videos of streets which can easily be navigated by moving your head in front of the screen.

iTrack (WeHack)
• A simple eyeball tracking tool used to help bed-ridden patients to perform a variety of actions such as diming the tubelights, calling for help etc. just by moving his/her eyeballs.
• Built using Python, OpenCV and pyQt.

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ACHIEVEMENTS

RealHack 2015 *Best Student Team*
Bangalore, India
• Built a tool which helps real estate agents provide a virtual walk through of a property to the customer without either of them being physically present at the site.

WeHack 2015 *Runners Up*
VIT University, Vellore

PROJECTS

my-vit
• Developed an open source API using Python and BeautifulSoup to scrape student data off the college's website.
• Developed an application that helps college students easily access their academic information, housing details, exam seating arrangements, predict grades and other student utility tools.
• The app is currently used by 2000+ students arcoss campus.

Sloop (AngelHack)
• Hacked on a platform that generates powerful analytic insights about people in a venue. It uses openCV with a machine learning model to detect individuals and crowds in a large space, and then visualizes customer engagement metrics on a web interface.
• It has practical applications,from physical A/B testing of store promotions and quantitatively measuring exhibit popularity to optimizing foot traffic through public spaces.