SHUBH SHAH

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Objective

Highly motivated Machine Learning Engineer with experience in building and deploying automated systems seeking to leverage expertise in data science and machine learnin to develop innovative solutions that contribute to company's future.

Education

D.J. Sanghvi College of Engineering - Artificial Intelligence and Machine Learning(2021 - 2025)
 CGPA: 7.9
Nirmala Memorial Foundation Jr. College of Commerce & Science (2019 - 2021)
 Scored 94.5% in HSC Boards
Thakur Vidya Mandir High School (2006 - 2018)
 Scored 90.60% in SSC Boards
 Part of the Prefect Batch

Technical Skills

Machine Learning
 • Scikit-learn, Pandas, Numpy, TensorFlow, PyTorch , Regression

Programming Languages
 • Python, C, SQL, Java

Data Visualization:
 • Matplotlib, Seaborn, PowerBI

Web Development
 • HTML, CSS, JavaScript

Others:
    Recommendation Systems,Time
\ Series Analysis , AR and VR

Experience

Research Paper : Hybrid Based Recommendation System on Matrimonial Apps and Sites

A recommendation system which accurately predicts and recommends a partner on the matrimony apps and sites. The hybrid approach of using collaborative, content , case-based, constraint-based recommendation systems. Predicting the most eligible partner by more interaction with apps , similar interests, similar likings, disliking and their overall choices towards the partner.

Major Projects

Smart Refrigerators

A web-app that maintains a database of what ingredients are inside the fridge. Recommending recipes on basis of ingredients, personalisation, mood,seasons and festivals
 Features include:
 • User getting tailored made recipes recommended at its fingertips.
 • User getting to know constraints and the time required for making those recipes.
 • User getting to know the freshness of ingredients and to use them accordingly.

IPL Winner Prediction

A machine learning program that predicts the winner of ipl match.
 Done in collaboration with a team.
 Program includes:
 • User needs to enter the 2 teams playing, toss winner, toss decision, venue
 • On the basis of past records
 • The winner of match is predicted.
 • Used RandomForest, LinearRegression, XGBoost and caompared their accuracy, Which software has best accuracy was used for evaluation.