

PARSHWA SHAH

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EDUCATION

Arizona State University, Tempe, AZ

Jan. 2021 – Dec. 2022*

Master of Science in Computer Science 4.0/4.0

Ahmedabad University, Gujarat, India

Aug. 2016 – May 2020

Bachelor of Technology in Information and Communication Technology with magna cum laude

TECHNICAL SKILLS

Languages: Python, Java, C, R, Shell Scripting, Verilog HDL, Android, SQL, MATLAB, Clingo, Javascript, C++, HTML, CSS, LATEX, Arduino, SPSS, Octave

Frameworks and Libraries: Django, Tensorflow, OpenCV, Keras, Spark, Hadoop, scikit-learn, NumPy, PyTorch etc.

Operating Systems: Linux, Windows

EXPERIENCE

Intern at Bhaskaracharya Inst. for Space App. & Geo-informatics

Jan. 2020 - May 2020

Science & Technology Department, Govt. of Gujarat

Gandhinagar, India

- Developed a Django web application named [Achilles](#) to automate the work of labelling various data sets manually and to perform time-series analysis on Aerial Images using Semantic Image Segmentation. Semantic Image Segmentation was performed with the help of various Deep Learning such as U-Net, PSPNet, Mask R-CNN etc.
- Performed time series analysis on Segmented Aerial Images for tracking various environmental changes such as deforestation, afforestation etc and other changes such as rural development, urbanization.

Computer Vision Intern

May 2019 - July 2019

Geeky Bee AI Private Limited

Ahmedabad, India

- Designed and developed an automated system for a shirt button factory. The system was made for counting the number of buttons produced and detecting faulty buttons with the help of a camera and image processing.

PROJECTS

Health Checker

Jan. 2021 – April 2021

- Built a mobile application named [Achilles Health](#) to measure Heart Rate, Respiratory Rate and various symptoms of the user and saves them to perform analysis.
- Computed respiratory rate with the help of IMU sensors and calculated heart rate by digitally processing on a video captured by rear camera.

Big-Data as a Service (BDaaS) and Function as a Service (FaaS) for Online Multiplayer Survival Games

July 2019 – Dec. 2019

- Designed a distributed solution for storing and performing analysis on game data of most popular games such as PUBG, CS: GO, Fortnite, Dota 2 etc.
- H-Base was used to store data and the client can retrieve the game data using a REST API.
- Client can easily perform data analysis by using various machine learning models provided as a service.

PUBLICATION

PeR-ViS: Person Retrieval in Video Surveillance using Semantic Description

Jan. 2021

Parshwa Shah, Arpit Garg, Vandit Gajjar

- IEEE/CVF Winter Conference on Applications of Computer Vision Workshops (WACVw) - The 3rd International Workshop on Human Activity Detection in multi-camera, Continuous, long-duration Video (HADCV'21), 2021 (Oral)

CO-CURRICULAR ACTIVITIES

Class-Representative 2017-2020: Elected as a part of student council to represent various issues and difficulties faced by my fellow batch-mates.

Undergraduate Academic Council Member 2018-2019: Represented academics related issues faced by students of School of Engineering and Applied Sciences.

Anti-Bullying Student Representative 2017-2019: Served as a student representative.