PARSHWA SHAH

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EDUCATION

Arizona State University, Tempe, AZ   Jan. 2021 – May. 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   *3.34/4.0*

TECHNICAL SKILLS

Languages: Python, Java, C, Shell Scripting, Android, SQL, R, MATLAB, Javascript, C++, HTML, CSS, Octave
Frameworks, Tools and Libraries: Django, MongoDB, Spark, Hadoop, NodeJS, Postman API, AWS (Amazon API Gateway, Lambda, S3)

EXPERIENCE

Intern at Bhaskaracharya Inst. for Space App. and Geo-informatics   Jan. 2020 - May 2020
Science & Technology Department, Govt. of Gujarat   *Gandhinagar, India*
- **Automated** the entire pipeline from labelling to performing analysis on Aerial Images by developing a **Django web application** named Achilles ⧉ .
- Reduced labelling time from **15 minutes per image to 7 minutes per image** by automating the process.
- Determined various environmental changes such as deforestation, afforestation and rural changes such as rural development, urbanization etc.

Computer Vision Intern   May 2019 - July 2019
Geeky Bee AI Private Limited   *Ahmedabad, India*
- Designed and developed an **API** to detect faulty buttons and assure the quality of buttons in a shirt button factory.
- Achieved an accuracy of **99.47%** and increased the throughput of the quality assurance department by **40%**.

ACADEMIC PROJECTS

Health Checker ⧉
- Built a **mobile application** named Achilles Health ⧉ to measure Heart Rate and Respiratory Rate of the user.
- Implemented modules to collect various symptoms of user and store it in database for the purpose of analysis.

Bilateral News
- Developed a **Django web application** to divide news-articles into clusters with different views on same topic and used **XGBoost Algorithm** for classification.

Big-Data as a Service (BDaaS) and Function as a Service (FaaS) for Online Multiplayer Survival Games ⧉
- Enhanced player's game play by providing him with a **distributed application** for storing and analysing game data of popular games such as PUBG, CS: GO, Fortnite, Dota 2 etc.
- Installed and configured **a cluster of 3 nodes** with **Hadoop, YARN, Spark** and **HBase** on it. HBase was used to store data so that the client can retrieve the game data using a server on **Node.js**. Spark was used to run jobs to perform analysis and provide player's statistics.

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

CO-CURRICULAR ACTIVITIES

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

Undergraduate Academic Council Member 2018-2019: Represented academics issues faced by students of School of Engineering and Applied Sciences to the committee formed by the Dean of Students.

Anti-Bullying Student Representative 2017-2019: Served as a student representative to prevent and report bullying.