

PARSHWA SHAH

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EDUCATION

Arizona State University, Tempe, AZ

Master of Science in Computer Science

Jan. 2021 – Dec. 2022*

4.0/4.0

Ahmedabad University, Gujarat, India

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

Aug. 2016 – May 2020

3.34/4.0

TECHNICAL SKILLS

Languages: Python, Java, C, Shell Scripting, Android, SQL, R, Javascript, C++, HTML, CSS

Frameworks, Tools and Libraries: Django, MongoDB, Tensorflow, OpenCV, Keras, Spark, Hadoop, PyTorch, NodeJS

EXPERIENCE

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

Science & Technology Department, Govt. of Gujarat

Jan. 2020 - May 2020

Gandhinagar, India

- Developed a Django web application named [Achilles](#) to automate the entire pipeline from labelling to performing time-series analysis on Aerial Images.
- 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

Geeky Bee AI Private Limited

May 2019 - July 2019

Ahmedabad, India

- Improved the accuracy of detecting faulty buttons from 97% to 99.47% by developing a computerized system for quality assurance in a shirt button factory.

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 stored it in database for the purpose of analysis.

Jan. 2021 – May 2021

Bilateral News

- Developed a web application to divide news-articles into clusters with different views on same topic and trained the model on the same using XGBoost Algorithm.

Feb 2020 – April 2020

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 an API. Spark was used to run jobs to perform analysis.

July 2019 – Dec. 2019

Facial Expression Recognition

- Implemented and evaluated various neutral and non-neutral network-based approaches such as CNN, Artificial Neural Networks, Naive Bayes, SVM and KNN to solve the problem of the face and expression recognition.

Jan 2019 – May 2019

PUBLICATION

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

Parshwa Shah, Arpit Garg, Vandit Gajjar

Jan. 2021

- 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.

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