PARTH VAIBHAV PANSE

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EDUCATION

Master of Science in Computer Science — **Expected May 2025**
Arizona State University — **Tempe, Arizona**
Relevant Courses: Statistical Machine Learning, Software Security, Data Visualization

Bachelor of Engineering in Computer Science — **May 2023**
Savitribai Phule Pune University — **Pune, India**
Relevant Courses: Deep Learning, Data Structures & Algorithms, Data Science and Big Data Systems

SKILLS

Languages: Python, C, C++, Java, SQL, Go, HTML, CSS, JS, Clingo
Frameworks: Django, ReactJS, Angular, NodeJS, ExpressJS, Selenium, Flask, .NET
Machine Learning: Scikit-Learn, PyTorch, Keras & TensorFlow
Tools and Technologies: AWS, GCP, Burp Suite, Git, Kubernetes, MySQL, MongoDB, Power BI

EXPERIENCE

Software Developer Intern — **February 2022 - May 2022**
Oytie Pvt. Ltd — **Pune, India**

- Led a team of 12 front-end developers in developing a Customer Relationship Manager (CRM) website, which resulted in a 10% boost in user engagement and a 15% increase in sales conversions for the organization.
- Managed end-to-end project development, from ideation to deployment, through effective communication, task delegation, and milestone tracking.
- Improved technical abilities by mastering the Django framework, contributing to 20% of backend tasks, and gaining a comprehensive understanding of web app development, resulting in a 25% reduction in cross-team dependencies.

PROJECTS

IMAGE DENOISING USING CONVOLUTIONAL NEURAL NETWORKS — **August 2023 - December 2023**
Arizona State University — **Tempe, AZ**

- Developed an Image Denoising model using Convolutional Neural Networks (CNNs) and Stable Diffusion principles, transforming noisy images into recognizable objects, resulting in a 30% improvement in image clarity.
- Implemented a time-step approach to gradually enhance image quality, starting from a fully noisy image to a clearer one, leading to a 25% increase in the efficiency of the denoising process.
- Applied the model in practical scenarios such as enhancing medical images, improving object recognition in autonomous vehicles, and augmenting training datasets for Machine Learning models, contributing to a 20% boost in the performance of these applications.

VIRTUAL STUDY ENVIRONMENT WITH ML INTEGRATION — **December 2022 - May 2023**
B.E Capstone Project — **Pune, India**

- Designed and developed a MEAN/MERN Stack-based Virtual Study Environment, uniting students, professors, and researchers worldwide to explore subjects of interest collaboratively.
- Incorporated a recommendation system employing the K nearest neighbors Model with 91% accuracy, delivering personalized study room recommendations and ensuring enhanced user engagement and focused learning.
- Created a global platform that transcended geographic boundaries, fostering inclusive academic discussions and enabling participants to connect based on shared interests, ultimately advancing the landscape of digital education.

SHARKPHISH — **June 2022 - November 2022**
Academic Project — **Pune, India**

- Designed and deployed a machine learning-based phishing detection web application that used a Random Forest algorithm to achieve industry-leading accuracy rates of 97.47%, boosting users' cybersecurity.
- Innovatively created a feature extraction pipeline that examines 20 essential website features, achieving unprecedented precision rates of 97.88% and decreasing false positives to just 0.03%, considerably improving system reliability.
- The phishing detection platform now has an intuitive, user-centric interface, allowing for easy adoption and integration into existing security infrastructures and empowering users to make informed decisions regarding website safety.