Puneet Saini

Systems Engineer (Data Engineer) Bengaluru

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Email: puneet29saini@gmail.com Web: http://puneet29.github.io

Links

Github:// puneet29
LinkedIn:// geekpuneet

Skills

PROGRAMMING Python, Scala

FRAMEWORKS | TOOLS | LIBRARIES Spark, Hive, Pytorch, Numpy, FBProphet, Pandas, Matplotlib, Plotly, OpenCV, Seaborn, AWS EC2, AWS S3

DATABASES Oracle SQL, MySQL

WEB TECHNOLOGIES Flask, HTML, CSS, JS

OTHERS
Markdown, Git, Vim, PuTTY,
Jira, Confluence,
Adobe Illustrator, Photoshop

Education

2016-2020 B.TECH. CSE

Guru Nanak Dev University, Amritsar CGPA: 8.73/10

2015-2016

INTERMEDIATE

Bhavan's SL Public School, Amritsar

Percentage: 91.8%

2013-2014 HIGH SCHOOL

Bhavan's SL Public School, Amritsar

GPA: 9/10

Certifications/Courses

SAFe 5 Practitioner
Neural Networks and Deep Learning
Convolutional Neural Networks
Apache Spark with Scala
Data visualization: Storytelling
Pytorch Scholarship Challenge

Experience

2020-NOW TCS, Bengaluru

Systems Engineer

- Developed data pipelines in Spark Scala.
- Automated the testing process. Increased efficiency by 80%.
- Analysis of data to create dimension and fact tables.
- Created shell scripts to automate recurring jobs.

Scala, Spark, Hive, Oracle SQL, Jira, Unix

2020-2020 Stylumia

Product Engineering Intern

Leading ML startup in FashionAI domain

- Performed Exploratory Data Analysis.
- Developed a high level data visualization library to improve efficiency by 60%.
- Predicted sales and adequate inventory flow.
- Built and optimized machine learning models.

Python, Pandas, Numpy, Scikit, Pytorch, Plotly, Jupyter, FBProphet

2018-2018 Redinmex, Mexico - Remote

Freelancer

- Gathered appropriate dataset to work on.
- Created visualizations for end-user.

Python, OpenCV, Jupyter, VastAI, Pytorch, Numpy, Pandas

Positions of Responsibility

2018-2019 Hack Zero to One

Chief Organizer

Designed and organized first ever student run 30 hour coding hackathon in Amritsar witnessing the presence of more than 100 coders from various states of India.

2018-2019 Computer Engineering Student Society Technical Hea Responsible for expanding and leading technical club and organizing various technical flash classes, lectures, workshops, development events. Promoted open-source in campus.

2017-2018 Computer Engineering Student Society
Responsible for creating all graphical flyers, logos, invitations, stickers, etc. for promotion of society's events.

Academic Projects

2020-2020 Tic Tac Toe RL

et al. paper.

Hosted the app on Heroku.

Python, Numpy, Pygame

Tic Tac Toe reinforcement learning model using Deep Q Learning. Also included the minmax model to train Q learning model. Made the GUI in Pygame.

2019-2019 Fast Artistic Style Transfer Pytorch, Flask, AWS S3, AWS EC2
A web app made using flask which uses pretrained models to stylize your image with selected style image. Implemented using Johnson

2019-2019 Intel Scene Classification Pytorch, Jupyter, Flask Scene Classification model for Analytics Vidhya's Competition.

2019-2019 Skin Cancer Classification Pytorch, Jupyter Skin cancer classification model which classifies three types of skin cancers.