

PUSHPENDRA PARMAR

Computer Engineer

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PROJECTS

AUTOMATISING CRYPTOCURRENCY PORTFOLIO— — — ongoing

- Development of an algorithm to suggest optimal way to divide a certain amount in min-max game of Stability and Profit.

ENHANCED NEURAL ARITHMETIC LOGIC UNIT

- Modified Neural Arithmetic Logic Unit to learn more functions from multiplication and addition to generalize to calculate powers and exponent.

PATTERN RECOGNITION IN COMPUTER LANGUAGE

- Extracted patterns in computer languages such as C, Java and Assembly and make model sample the code intangible for humans at first glance, nevertheless unable to compile or execute. Extracted pattern includes knowledge to close a bracket when opened, not to use return statement when function declared void.

IMAGE RECONSTRUCTION FROM INCOMPLETE DATA

- Application of Graph Network, CNN and RNN to reconstruct image from incomplete input. Plausible accuracy was expected and achieved for grayscale images. Further extension similar model on speech synthesis from incomplete parts produces unreal output for human ears.

16 BIT PROCESSOR

- Designed a 16 Bit processor having basic functionalities of RISC V

TECHNICAL SKILLS

FORTRAN, C, C++, Python



CUDA, Java, Assembly, Octave



Linux



Deep Learning, Pattern Recognition



OpenCV, PyTorch, Tensorflow



Statistics, Probability



Arduino, Raspberry Pi



EDUCATION

Bachelor of Technology (Computer Engineering)

Nirma University

2021

Ahmedabad

CLASS XII

Saint Mary's

2017

Rajkot, Gujarat

- 84%

CLASS X

Atmiya School

2015

Rajkot, Gujarat

- 85%

FIELD OF STUDY

- Computer Vision
- Pattern Recognition
- Generative Model
- Quantum Computing
- Reinforcement Learning

INTEREST

- Genetics
- Quantum Mechanics
- Astronomy
- Neuroscience
- Psychology
- Literature
- Mythology

HOBBY

- Reading
- Storytelling
- Chess
- Stargazing
- Ham Radio (Not yet licensed)