# RAUNAK MONDAL

## CONTACT

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https://github.com/raunak2007

### EDUCATION

#### **DEL NORTE HIGH SCHOOL**

Took AP Computer Science Principles, AP Computer Science A, AP Calculus BC, AP Statistics, AP Calculus AB

2021-2025

### SKILLS

- → Full-Stack Development
- → Frontend Development
- → Scrum/Agile Methodology
- → Machine Learning
- → Python
- → Javascript
- → Java
- → HTML

#### EXPERIENCE

#### **RESEARCH INTERN**

2022- 2024 University of California, San Diego

### **CONTENT CREATOR**

2023 - Present Nighthawk Coding Society

## ABOUT ME

Hello! I'm Raunak Mondal, a junior at Del Norte High School passionate about mathematics, machine learning, and computer vision. My main skills include Full-Stack Development, Machine Learning, Scrum and Agile Methodology, and Frontend Development. My personal website is https://raunak2007.github.io/raunak.

## PROJECTS

#### **IOWA HAWKEYES WEBSITE**

November 2023-Present

Created a feature in the lowa Hawkeyes Farming Website that allows users to bet on the actual fantasy points of a player during a game, which can either add or subtract to the cash that they have allocated in the entire lowa Hawkeyes Farming system.

#### **RECS TRAVEL WEBSITE**

November 2022-April 2023

As scrum master of the RECS Travel Website Team, I was able to manage and coordinate a 4-person team into developing a more user-centered version of Expedia with multiple features for the user to use, such as writing blog posts about various destinations, finding the nearest airport to a given city utilizing the OpenWeatherMap API, and finding routes connecting various airports using a KNN (Knearest neighbors) model.

# DEVELOPMENT OF PERSONALIZED MACHINE LEARNING AND DATA AUGMENTATION STRATEGIES TO DIAGNOSE AUTISM

Deptember 2022-March 2023

This project explores the use of artificial intelligence (Al) for diagnosing autism through recognizing self-stimulatory behaviors using digital devices. However, current datasets are insufficient and ineffective for Al development with neural networks due to their small size. To address this, I implemented transfer learning over the I3D neural network, pre-trained on the Microsoft Kinetics dataset, with data augmentation procedures to correct for overfitting.