Ravi Prakash Yadav

Address:
Flat-101, Shwet Castle, Powai, Mumbai, 400076

Phone:
+91 7905892439

Email:
raviprakashyadav1998@gmail.com

Educational Qualifications

Post-graduate Specialization: Biomedical Engineering

Examination	University	Institute	Year	CPI / %
Post-Graduate	IIT Bombay	IIT Bombay	2020	9.16
Undergraduate Specialization: Biotechnology				
Graduation	MNNIT Allahabad	MNNIT Allahabad	2018	8.45
Intermediate/+2	Uttar Pradesh Board	BHD Inter College	2013	90.60
Matriculation	Uttar Pradesh Board	SKBSUMV	2011	77.50

AREA OF INTEREST

Machine Learning | Deep Learning | Computer Vision | Data Science | Data Mining |

TECHNICAL SKILLS

Programming Languages	Python, C++, HTML, SQL, Data Structure
Machine Learning and Analytical skills	Regression, Classification, SVM, Random Forest, K-Means, PCA, Logistic Regression, Hypothesis Testing, Feature Engineering, MLOps, AuotML etc.
Python Modules	Tensorflow, Pytorch, Keras, Scikit-Learn, OpenCV, NLTK, Pandas, Numpy, Matplotlib, Seaborn, spaCy, Scipy, PyQt5 etc.
DevOps Tools	Git and GitLab, Docker, CI/CD Pipeline
Others	Excel, JIRA, Perforce, Jupyter, SQL server etc.

PROFESSIONL EXPERIENCE

R & D Engineer (Aug 2020 – Present)
(Ubisoft India Studio, Mumbai)
Projects:

1. **AI Based Video Content Moderation for Just Dance Game**
   - Developed Deep CNN based AI solution for validating children age, gender in video.
   - It reduces the manual task of Game testers in moderating the video content.
2. **Improved AI Solution for object detection in real time Game Play.**
   - Worked on Unsupervised Domain adaptation techniques for improving accuracy of game object detection.
3. **AI Based automated Game testing for Detecting textual bugs (Debug text) in Gameplay.**
   - Implemented computer vision and NLP techniques for automating textual bugs detection in game.
   - Bugs such as Text-Overlapping, Misplaced texts, misspelled texts, translation bugs etc.
4. **AI based Text accessibility validation Tool**
   - A GUI based Text Accessibility Validation Tool which helps testers to verify the font size, font type and color contrast ratio.
   - Implemented Deep Neural network for font type detection and Tesseract for font size.
   - It saves approximately 8 hours/week of game testers.
5. **EULA (End User License Agreement)-OCR Tool**
   - UI based tool for comparing texts on User License Agreement in 20 different languages in Game.
   - Implemented Tesseract-OCR and different string-matching algorithms for same.
   - This automated tool saves approximately 10hr/week of game testers
6. **AI based Automated Image content moderation for Ubiconnect/UbiClub**
   - Developed CNN based AI model that moderates pictures uploaded by users on Ubiconnect/Club profile.
   - It checks for pornography, Terrorism, Gore, fascism, Violence and Political personalities in uploaded image.
   - It reduces the task of manual moderation of image and automates the process.
7. **Other skills and experiences:**
   - Installation, Configuration Environment for training and running Deep Learning Models.

- Hands on knowledge of developing, training and optimizing neural network architecture.
- Well versed with python scripting, debugging, coding standards, code profiling and developing code executable.
- Experienced with end to end developing and deploying Machine Learning pipeline.
- Experience in implementing transfer learning in solution (MobileNet, AlexNet, VGG, ResNet, EfficientNet etc.)
- Experience in Deep learning techniques i.e., regularization (L1/L2), Dropouts, Data augmentation, Optimizers.
- Experience in developing computer vision solution using python-OpenCV.
- Knowledge of advance Deep Learning Techniques: RNN, LSTM, Generative models, Graph NN etc.
- Working knowledge of NLP techniques (Tokenization, Bag of words, word embedding, language models etc.).
- Working knowledge of Version control and CI/CD pipeline in Gitlab.
- Working knowledge of containerization of AI solution (Dockers).
- Experience in data collection, data preprocessing, feature extraction, exploratory data analysis, predictive modeling.
- Experience in deployment of AI solution on edge devices (smartphone) using Tensorflow Lite, Tensorflow.js
- Experience in developing APIs for machine learning models using Flask.

CERTIFICATION & WORKSHOPS

- Neural Networks and Deep Learning (Coursera)
- AI Tensorflow Developer professional certificate (Coursera)
- DevOps MasterClass: Git Docker Jenkins Kubernetes Terraform (Udemy)
- Linear Regression for business statistics (Coursera)

SCHOLASTIC ACHIEVEMENTS

- Placed within **top 1**% [**AIR-77**] among 9304 students in GATE (BT)   [2018].
- Rank within top 10 in M.Tech Class among 26 students [2020]
- Secured **96.84** percentile in JEE MAIN 2014   [2014]
- Selected for Merit Scholarship under **Innovation in Science Pursuit Inspired Research (INSPIRE)** for placing within top 1% of the School Board (UP Board) during the academic year 2013.

POSITION OF RESPONSIBILITY

- **Department M Tech representative |** BSBE department |IIT Bombay | Mar'19 –June'20
- **Teaching Assistant |** BB 101 Biomedical and Physical Biology Module | IIT Bombay | Jul'19 –May'20

PERSONAL INFORMATION

Permanent Address: Dhaneypur, Gonda, Uttar Pradesh 271602
Date of Birth: 01 July 1998
Hobbies: Listening Music, Playing Cricket, Travelling
Other Contact: + 91 8115415038