SAKSHAM ARORA

SOFTWARE DEVELOPER. PYTHON, DEEP LEARNING, FLUTTER.

+91 9818988182 sakshamarora1001@gmail.com LinkedIn GitHub Portfolio

SKILLS

Programming Languages: Python, C++, C, Shell, Dart, Flutter

Frameworks and Libraries: Scikit-Learn, Pandas, Pytorch, Tensorflow, OpenCV, PyGame, PyQt, Flask

Others: Google Cloud Platform

Interests: Deep Learning, Machine Learning, Computer Vision, Research, Project Management, Mathematics

EXPERIENCE

Student Developer, Remote

Google Summer of Code

Spring 2020 - Summer 2020

- Project Link: Integrating Image Processing into DFFML
- Contributed to Intel's open-source project DFFML.
- Implemented OpenCV-based operations for image manipulation, pre-processing, and created pipelines.
- Wrapped PyTorch-based Convolutional Neural Network Models with dynamic loading for classification on image datasets.

Project Mentor, Remote

Google Summer of Code

Spring 2021 - Summer 2021

- Mentored student developers for Intel's Open-Source project DFFML, under the Python Software Foundation on projects involving:
 - Archive support for machine learning models
 - Data cleanup operations
 - Jupyter notebook support

Project Mentor, Remote

GirlScript Summer of Code

Spring 2020 and Spring 2021

- Project Link: Simulate
- Helped beginners with getting started with Flutter and Dart.
- Mentored student developers in implementing mathematical visualizations and simulations in Flutter.

EDUCATION

Delhi. India

Maharaja Agrasen Institute of Technology

Summer 2018 – 2022 (Expected)

- Bachelor's of Technology in Information Technology (IT)
- Current CGPA (till 6th Semester): 8.77

Delhi, India

Lancer's Convent

Spring 2004 - Spring 2018

- High School Class X: 9.0 CGPA
- CBSE PCM with Computer Science Class XII: 87.2%

PROJECTS

Handwrite — Python, Typography, Image Processing

cod-ed/handwrite

- A tool that lets anyone create custom fonts based on their handwriting which can easily be used in text editors and word processors.
- RoadFighterAl Python, Al, Deep Learning

sakshamarora1/road-fighter-ai

- Remade the racing arcade game 'Road Fighter' using the PyGame library.
- Used reinforcement learning techniques like NEAT and Deep Q learning using PyTorch to create an AI car agent to learn to drive through traffic without collision.
- Simulate Flutter, Dart

cod-ed/simulate

- A collection of smooth, informative, and beautiful simulations and visualizations based on mathematical concepts and algorithms.
- Support for Android, iOS, and Web.

Other Projects

- BoxIt: A Flutter-based multiplayer dot connecting game using Firebase.
- Toy-Neural-Network: A neural network library written from scratch for the purpose of better understanding deep learning concepts.
- Various Computer Vision projects such as Image Colorization, Sudoku Solver, etc.
- Authored DFFML Pytorch Models and Image Preprocessing Operations PyPI plugins during GSoC'2020.