Sanchit Tanwar

sanchittanwar75@gmail.com | +919050402843 | LinkedIn: sanchit2843 | Github: sanchit2843 | Website Thapar university, Patiala, India

EDUCATION

Thapar Institute of engineering and technology

Bachelor of Engineering Electronics and Communication; GPA: 8.07/10

Patiala, India Expected May 2020

DAV Public School

High School; Percentage: 90.2

Panipat, India 2015-2016

SKILLS

- Languages: Python, C++, Matlab
- Technologies: Deep Learning, Deep Reinforcement Learning (DQN, DDQN, A3C), Arduino, Raspberry pi, Latex, ARM, AVR
- Libraries: PyTorch, TensorFlow, Keras, Scikit-Learn, Numpy, Pandas, Spark, Jupyter, OpenCV, PIL, Librosa, NLTK

PROJECTS

- Engagement Detection: Research project to detect engagement level of students during MOOC using deep learning.(Ongoing)
 - o Implementing various algorithms of video classification such as CRNN, c3d, t3d on Daisee and emotiw Dataset.
- Artificial eyes: Device for blinds that uses CNN and LSTM to generate caption(Show, attend and tell) and converts the captions to speech of desired language and get output on raspberry pi.
- Self Driving Car: Self driving car using simulation tools.
 - Lane finding in road images, traffic sign classifier.(Implemented)
 - Steering angle prediction from driving video dataset.(Implemented)
 - Vehicle detection and Segmentation using YOLO and ESNET. (Ongoing)
- · CrimeDetection: Detecting crimes from CCTV footage in real-time using UCF crime dataset and slow-fast neural networks for video classification.
- HealthCad: Implemented some of the latest deep learning algorithms to help doctors diagnose various diseases.
 - o Trained Densenet on malaria, chexpert, diabetic retinopathy dataset with class activation map generation to visualize results.
 - Conv-1d based neural network for atrial fibrillation classification using MIT-BIH dataset.
- GAN: Continuous project where I implement several applications of GAN's.
 - o Dog like image generation using DCGAN
 - Semantic segmantation of city landscapes using pix2pix GAN.
- PongAI: Atari game (pong) playing AI based on DQN agent implemented using open ai gym and pytorch.
- Music Genre Classification: Preprocessing data by taking Mel spectrograms of audio and classifying using densenet based architecture

ACHIEVEMENTS

- Placed top 25 % in 2 kaggle competetion of computer vision with accuracy 99.95%.
- Writer for Towards data science, The startup and Towards AI.
- Won two competitions in Elementos technical fest.
- Student Achievement Award IETE(Institute of electronics and telecommunication engineers)

POSITIONS OF RESPONSIBILITY

General Secretary

IETE (May 2018 - Present)

• Managing day to day activities of Thapar chapter of the nationwide technical society of electronics and communication. I also mentored 24 students.

Technical Head

IETE (August 2017- May 2018)

• Managing day to day activities of Thapar chapter of the nationwide technical society of electronics and communication. I also mentored 24 students.

INTERESTS

ADDITIONAL INFORMATION • ENTHUSIASTICALLY WORK IN TEAM

- BLOGGING
- BADMINTON

• LOGICAL APPROACH

• Music

• ENTHUSIASTIC ABOUT IMPROVING SKILLS