

Sanket Purohit

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EDUCATION

Santa Clara University | Santa Clara, CA

Dec 2023

Master of Science, Computer Science (GPA 3.67)

University of Pune | Pune, India

Jun 2018

Bachelor of Engineering, Computer Engineering (GPA 70.15)

SKILLS

LANGUAGES: Python, Java, C++, C#, Dart, HTML/CSS, JavaScript, TypeScript, MySQL, MongoDB.

FRAMEWORKS: Pytorch, TensorFlow, Flutter, React, Angular, Django, .Net MVC, UiPath Re-Framework, Cypress.

LIBRARIES: Scikit-Learn, NumPy, Pandas, NLTK, Tableau, MATLAB, GitHub, Docker, AWS, Postman.

OTHERS: Leadership, Problem Solving, Oral and Written Communication, Teamwork, Adaptable

WORK EXPERIENCE

Research Assistant

May 2022 - Jun 2023

Santa Clara University Brain and Memory Care Lab | Santa Clara, CA

- Validated the presence of abdominal stents in 600 CT and PET images using ITK Snap, examining axial, sagittal and coronal axes
- Applied UNET model to segment head and neck tumours in multimodal data, achieving a mean dice score of 0.79 using Pytorch and MONAL for deep learning frameworks.
- Improved model performance by resampling, cropping, and scaling multi-modal CT/PET images resulting in a 20% increase in accuracy.
- Executed the model on Linux based HPC system leveraging 1 GPU to halve the execution time by 50%.

Software Engineer

Jul 2018 - Nov 2020

Cybage Software Private Limited | Pune, India

- Developed, maintained, and tested 9 processes based on .Net MVC and UiPath Re-Framework, with execution frequencies ranging from every 15 minutes to once every month, resulting in over 400 man hours/week saved.
- Designed highly elegant and reactive, single-page applications using Angular 7, enhancing user experience and interactivity.
- Led a team of 17 engineers to implement best practices based on agile methodologies, resulting in improved quality of deliverables.

PROJECTS

Rock Paper Scissors Game

Feb 2024

- Developed and deployed a real-time client-server model for a remote Rock Paper Scissors game, utilizing Socket Programming, Python and Pygame library, to facilitate gameplay across local networks.

Sayyap Africa Healthcare Application

Jan 2024

- Created static web pages using Flutter to input doctor information into the Firebase database, streamlining appointment schedules and minimizing appointment-related issues by deleting existing doctor records.

Game Hub Project

Jul 2023

- Deployed a web app on Vercel video game searches, utilizing the RAWG API to filter by genres and platforms employing React.js, Typescript, and Chakra Ui.
- Built a sorting functionality for the user to sort the games based on Date Added, Popularity, Relevance, Name, and Rating.

Twitter Financial Tweets Classification

Feb 2023

- Leveraged Machine Learning and NLP techniques to devise a multi-class classification model for finance-related tweets, achieving 79% accuracy across 20 labels.
- Built a Flask application that utilizes the model pickle file to apply the trained weights, providing immediate results for any user-inputted tweet.

ACHIEVEMENTS

- Presented research poster at SPIE Medical Imaging 2024 showcasing the benefits of utilizing Convolutional Neural Networks (CNN) for medical imaging applications.
- Secured an All India Rank of 192/132000 (99.87 percentile) students in All India Common Entrance Test.