

EDUCATION

University of Illinois

Chicago, IL

Master of Science, Computer Science, 3.83

May 2019

- Selected Coursework: Data Mining and Text Mining, Artificial Intelligence (Algorithms, Methods, Applications, and Safety), Computer Algorithms, Human Computer Interaction, Database Systems
- Graduate Student Representative** for department of Computer Science

University of Mumbai

Mumbai, India

Bachelor of Engineering, Electronics Engineering

May 2017

- Sir Ratan Tata Technical **Scholarship** for Engineering Students

SKILLS

Languages: (Proficient) **Python**; (Familiar) C, C++, Java, HTML, CSS, JavaScript, MySQL, ROS**Frameworks and Tools:** TensorFlow, PyTorch, NLTK, Android, Git, Flask, Bootstrap

EXPERIENCE

Graduate Student Researcher: Artificial Intelligence and Robotics Laboratory

May 2018 – Present

University of Illinois

Chicago, IL

- Enabled visualization of Baxter Robot in Unity, for control using HTC Vive, using ROS#
- Implementing trajectory planning and grasp detection by using Joint Angle-Cartesian transformation

Graduate Teaching Assistant

Feb 2018 – Aug 2018

University of Illinois

Chicago, IL

- Courses: User Interface Design and Development, and Database Systems
- Assisted in management of coursework, conducting studio sessions, and creation and grading of assignments and tests

Undergraduate Student Researcher

May 2015 – Dec 2017

Daemo, Stanford CrowdResearch, Stanford University

- Co-developed the **Boomerang** taskfeed mechanism, and **Open-Gov** model, and **Constitution** model for Daemo

Course co-creator and Participant

Feb 2016 – Dec 2017

Stanford Scholar, Stanford University

- Headed the creation of the online course: “Data Science and Machine Learning using Python”.

Android Developer Intern

Dec 2014 – Jan 2015

Wegilant

Mumbai, India

- Contributed to development of Android App for Wegilant (provider of Security systems for organizations)

PROJECTS

Baxter™ Robot Motion Planning for Autonomous Execution of Self-Learned Tasks

Aug 2018 – Present

- Training Baxter Robot to learn Block Slot Sorter **game**, using approximate Q-Learning
- Achieved **grasp-detection** by using end-effector to Cartesian distance mapping, with Computer Vision

Aspect Based Sentiment Classification

Mar 2018 – May 2018

- Achieved **73% test accuracy**, by applying Linear SVMs for Aspect Sentiment Classification of **Amazon & Yelp reviews**

MonoRL: Reinforcement Learning Agent for Intelligent Monopoly

Feb 2018 – May 2018

- Achieved **61% wins**, by implementing ϵ -Greedy Q(λ)-Learning agent for playing Monopoly, modelled as an MDP
- MonoRL was challenged by a Fixed Policy Agent, and a Random Agent, in a total of **100 test games**

CereBro: Intuitive scheduling for direct knowledge sharing

Aug 2017 – Dec 2017

- Co-developed mobile platform, which helps bring together students for direct knowledge sharing within a university.
- Led the development of the **Android** Application and integration of Retrofit data onto the front-end

Triton: Predictive Assistance for Amateur Stock Traders

Jul 2016 – Mar 2017

- Achieved **98% test accuracy**, by applying **Deep NNs** to predict weekly stock prices for 10 companies trading on **NYSE**

PUBLICATIONS AND CONFERENCES

- 6 co-authored Papers/Publications at UIST(2015, 2016), CSCW(2017), HCOMP(2017) and CCI(2017)

- Student Volunteer, **CSCW 2017**, Portland, OR

February 2017 - March 2017