

SHREYANSH

I want to use my knowledge and skills to gain practical exposure and better understand the inner-workings of the company.

SKILLS

Python Development, Backend Development, Frontend Development, Machine Learning, DeepLearning

WORK EXPERIENCE

Decentro — SDE

SEPT 2022 - Present

- Design and Development of new banking APIs from scratch.
- Development of APIs with banking grade encryption and security.

IQVIA, Kochi — Assoc. AI Engineer

AUGUST 2021 - SEPT 2022

- Developed and trained a machine learning model to predict patients at risk of heart failure in the near future based on patient past data. Deployed the model as a web application.
- Developed the backend for a web application using python and flask.
- Big Data analysis using pyspark.
- Developed backend for application for market analysis.

IQVIA, Kochi — SDE Intern

JULY 2020 - DECEMBER 2020

- Deployed a web application backend for segmentation and targeting of doctors based on the kpi data using traditional statistical methods and unsupervised machine learning methods using python.
- Developed the backend for a web application.

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<https://github.com/shregar1>

EDUCATION

JSS Academy of Technical Education, Noida — BTECH

AUGUST 2017 - JULY 2021

Bachelor of Technology in Computer Science Engineering

Score : 82.35%

GPA : 3.332/4

YuvaShakti Model School, Delhi — 10th to 12th

April 2013 - May 2016

Studied with non medical science stream with subjects

Physics, Chemistry, Math

Score : 12th - 89.60%

10th - 9.2/10 CGPA

Tech Stack

Python, Pytorch, Pyspark, Tensorflow, Flask,

Django, React, CSS, HTML, PostgreSQL,

Docker

PROJECTS

Work - Project:

Heart Failure Predict

This project involved

- Creating a machine learning algorithm using primary care records to predict patients at risk of heart failure and deploying it in the provider setting.
- Deploying the model as a web application.
- Developing a web application backend using python and flask.

Segmentation and Targeting

This project involved development of a web application backend for segmentation and targeting of doctors based on their KPIs using traditional statistical methods like quantile segmentation, weighted segmentation etc and unsupervised machine learning methods such as clustering.

The backend is developed in python and flask.

Personal - Project:

Monocular Depth Estimation

Monocular Depth Estimation is the task of estimating the depth value (distance relative to the camera position) of each pixel given a single RGB image as an input. Depth information is important for autonomous systems to perceive environments and estimate their own state.

This project presents a fully convolutional neural network for computing a high-resolution depth map given a single RGB image with the help of transfer learning. The model is a standard encoder-decoder architecture, we leverage features extracted using high performing pre-trained Densenet-169 networks when initializing our encoder in a standard U-Net architecture along with augmentation and training strategies that lead to more accurate results.

Dataset - : The NYU-Depth V2 data set is composed of video sequences from a variety of indoor scenes as recorded by both the RGB and Depth cameras from the Microsoft Kinect.

Source-: https://github.com/shregari/DEEP_DEPTH.git

Deep Drive Segmentation

Image segmentation is a sub-domain of computer vision and digital image processing which aims at grouping similar regions or segments of an image under their respective class labels.

This project presents a fully convolutional neural network for computing a high-resolution segmentation map of a driving environment given a single RGB image of a driving scene with the help of transfer learning. The model uses features extracted using high performing pre-trained ResNet-50 networks when initializing our encoder along with augmentation, custom loss functions and training strategies that lead to more accurate results.

Segmentation information is important for autonomous systems to perceive environments and have an understanding of the scene.

Dataset - : The Berkeley Deep Drive dataset comprised real driving image data. It contains diverse driving scenarios including cities, highways, towns, and rural areas in several major cities in the US.

Source-: https://github.com/shregari/DEEP_DRIVE.git

Sketch to Anime (Image to Image translation)

Image-to-image translation aims to transfer images from a source domain to a target domain while preserving the content representations.

This project presents a fully convolutional Generative Adversarial Network for Image to Image translation for obtaining a colored RGB image from a black and white sketch. Following a standard encoder-decoder architecture for the generator. Our Generator model makes use of the Resnet-18 architecture as an encoder in a standard U-Net architecture.

The discriminator model is a standard 8 layered residual network for predicting fake and original images in the target distribution.

Source-: https://github.com/shregar1/SKETCH_TO_ANIME.git

Anime GAN

Anime GAN is a generative adversarial network model to transfer real world images to anime style images while preserving the content representations.

This project is an implementation of the AnimeGAN paper and CartoonGan paper in pytorch.

Source-: https://github.com/shregar1/CARTOON_GAN.git