SHRENIK JAIN















SKILLS

- Programming Languages: Python, C, C++, Java, Javascript, Julia, MATLAB, Embedded C
- Concepts: Data Structures, Algorithms, Operating Systems, Object-Oriented Design/Programming
- Tools & Databases: MySQL, Oracle, IBM Db2, Git, Shell Scripting, Unix Systems
- Machine Learning: Tensorflow, Keras, Scikit Learn, OpenCV, Natural Language Processing
- Interpersonal: Team Management, Leadership, Public Speaking, Teamwork

EXPERIENCE

Content Writer, Exa Mobility

(July 2020 - October 2020)

- Spearheaded the research and development of website content along with senior team members, boosting the website traffic by ~15%.
- Headed, enhanced, and overhauled all content aspects for Exa's mobile application.

Content Writer, Shinobi Brands

(June 2019 - Aug 2019)

- Proactively identified and resolved gaps in the content development support structure and improved workflow processes.
- Operated with strategic planners, business owners, and other creative team members to conceptualize, devise and produce brand stories.

EDUCATION

Vishwakarma Institue of Information & Technology, Pune, India

(June 2018 to Present)

Bachelor of Technology (BTech) in Electronics & Telecommunication C.G.P.A. - 9.40

Coursework

- Mathematics Multivariable & Vector Calculus, Differential Equations, Probability & Random Processes
- Computer Science Data Structures and Algorithms, Design and Analysis of Algorithms
- Electrical Engineering Signals & Systems, Digital Signal Processing, Information Theory, Control Systems, IoT
- Machine Learning Artificial Neural Networks, Machine Learning

S.M. Choksey Junior College, Pune, India

(June 2016 to March 2018)

Senior Secondary (HSC) Percentage - 86.62%

The Bishop's School, Pune, India

(June 2004 to March 2016)

Secondary (ICSE) Percentage - 94.00%

CERTIFICATIONS & PROJECTS

- Deep Learning Specialization (Deeplearning.ai)
- Al Classroom (Microsoft)
- Tensorflow in Practice (Deeplearning.ai)
- Artificial Intelligence (Dell Technologies)

Sales Predictor (Time Series Analysis/ARIMA/LSTM)

- A Tensorflow implementation undertaken to predict future sales using historic data of ten stores.
- Used three various models: Linear Regressor, ARIMA, and RNN for prediction and compared their performances using MAE and RMSE metrics.

Melody Generator (Python/Scipy)

- Built a virtual piano with its very own octave, using the base frequency of a single note.
- Synthesized 4 to 5 tunes using the octave of the virtual piano and python's SciPy and NumPy libraries.

Kindergarten Learning Software (C/Graphics)

- A Learning-Based Project which imparts knowledge about Alphabets, Numbers, and Shapes.
- Convenient to help children learn more about the building blocks in an entertaining way.
- It is programmed in C, primarily using its graphics library.