Danishjeet Singh

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EDUCATION

INDIANA UNIVERSITY Bloomington, IN

Luddy School of Informatics, Computing, and Engineering

May 2024 GPA: 3.82/4.00 Bachelor of Science in Computer Science

Minor: Financial Literacy, Statistics

Specialization: Data Science, Artificial Intelligence Honors: Hutton College, Luddy Academic Deans List

TECHNICAL & LANGUAGE SKILLS

Programming Languages: Python, Java, JavaScript, Scheme

Markup Languages: HTML, Sass, CSS, LaTeX Databases: MongoDB, PostgreSQL, SQLite Frameworks: React, Tailwind, Bootstrap

Software: Excel, Illustrator, InDesign, Adobe XD, Photoshop, Lightroom

Languages: English, Hindi, Punjabi

EXPERIENCE

IU Computer Vision Lab, Indiana University

Bloomington, IN

May 2022 - Present Research Assistant

Investigating Deep Learning based techniques like CNN's and GAN's for object and image recognition.

- Utilizing various dimensionality reduction techniques to understand the relationship between the size of training datasets and the performance of classifiers through various visualizations.
- Creating GAN's and applying a Variational Auto-encoder using a Class-to-Class approach to further improve the creativity of the generated samples.

Luddy Student Engagement, Indiana University

Bloomington, IN

Lead Technical Consultant

October 2021 - May 2022

- Created and managed the Luddy Living Learning Center(LLC) website by implementing User Testing and actively evaluating feedback to improve the User Experience, while using The WCMS Expression Engine.
- Developed content for the website in collaboration with the Director of Student Engagement to highlight the core objectives of the LLC to increase the user traffic by 150%.

ACTIVITIES

Luddy School of Informatics, Computing, and Engineering

Bloomington, IN

Luddy Student Ambassador

January 2022 - Present

Coordinate with the Luddy School's Office of Undergraduate Recruitment towards the creation and promotion of a recruitment strategy for prospective high school students.

Google Developer Student Club, Indiana University

Bloomington, IN

Digital Designer/ Core Team Member

September 2021 - Present

Increase the club's engagement by 75% through the campus wide marketing campaign by employing Google's branding and marketing guide.

PROJECTS

GAN for MNIST Dataset

July 2022 - August 2022

- Prepared and split the MNIST dataset of 60000+ images into training, validation and testing sets.
- Initialized and trained the Generator and Discriminator CNN's to generate and classify generated image results as real or fake.
- Achieved a accuracy of 85% while deploying the Generative Adversarial Network.

Geodata Visualization Project

February 2022 - March 2022

- Utilized Google Places API to find the geodata of 200 locations around the globe using Python.
- Constructed a SQLite Database from the geodata acquired from the Google Places API.
- Converted the geodata JSON present in the Database into a JS file to visualize relevant data onto an interactive map.