

Sumit Soni

(Upcoming SDE Intern at Salesforce)

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EDUCATION

- **Indraprastha Institute of Information Technology** Delhi, India
Bachelor of Technology - Computer Science; current GPA: 7.67 *September 2020 - June 2024*
Courses: Operating Systems, Data Structures, Analysis and Design Of Algorithms, Advanced Programming, Statistical Machine Learning, Database Management System, Computer Organization
- **Bal Bhavan Public Sr. Sec. School** Delhi, India
High School Graduation; Percentage: 95.5% *June 2017 - June 2019*
Courses: Physics, Chemistry, Maths, Computer Science, English

SKILLS SUMMARY

- **Languages:** Python, PHP, C++, JavaScript, SQL, JAVA
- **Frameworks:** Scikit, NLTK, TensorFlow, Keras, NodeJS, Bootstrap
- **Tools:** GIT, MySQL, SQLite, NPM, Visual Studio Code
- **Platforms:** Linux, Web, Windows
- **Soft Skills:** Leadership, Event Management, Writing, Public Speaking, Time Management

EXPERIENCE

Undergraduate ML Researcher at LCS2

- Utilising the power of Graphs to develop Deep Neural Networks that can even work on dependent data.
- Implementing Inductive learning on temporal graphs to generate dynamic graphs for Social Networks Analysis.

PROJECTS

Developing a Dynamic Graph Architecture fro Temporal Graphs (Funded By Facebook)

- Dynamic Node embedding using transformers.
- Applying altered Causal Masking to incorporate time as dimension.
- Aim to Develop a state-of-art technology.

Developing a GNN to predict Fraudlent transactions (Funded By Meesho)

- Static Node Embeddings created via R-GCNs.
- Attention based weights to avoid permutation variance.
- Pooling edge connections to update embeddings using aggregators.

Study of change in Gestures with Language (HMI Lab)

- Using Openpose real-time multi-person system to jointly detect human body with a metric of 135 points.
- Bottom-up methods to evaluate correct posture by detecting all joints firstly to compose a unique pose.
- Studying change in posture with change in language.

Will Hero : Sprite-based game

- A high-end Java clone of a sprite-based game "Will Hero".
- Built upon concepts of OOPS, along with a event-driven interactive GUI implemented via JavaFX.
- 3 difficulty modes to play along with functionality of save/reload.

Kartezie: An online Retail System Platform

- An interactive online retail System built on concepts of Database Management System on MySQL.
- GUI implemented via Python.
- Using triggers and embedded queries to automate process to data updation.
- Grants/Roles assigned to assure proper authorization while accessing database.

POSITIONS OF RESPONSIBILITY

- Undergraduate Researcher at LCS2
- Operations Head at IEEE IIITD
- Board Member at ECell IIITD

HOBBIES

- Badminton and Gymming